

# Lemmings 3D COMPANION

A horizontal white banner is held up by five small, dark, fuzzy lemmings. The banner contains the author's name in a pixelated font.

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**“Are we not Lemmings?  
If you click us, do we not ‘Oh No’?”**

**- Mike Farren**

## Welcome to the 3D Lemmings Companion!

If this is your first time entering the world of Lemmings, you're in for a treat. This is one of the most addicting, fun-filled strategy games you can play on your PC.

## What the Heck are "Lemmings"?

Lemmings are short, furry rodents that live in cold climates. There is a great myth that once every few years, the Lemmings thin out their herds by walking to cliffs in great droves and jumping off. While this isn't true in the least, it does make for a fascinating image. The *Lemmings* games use this image to provide you with a game where you control dozens of little green-haired, blue-clothed fellows who walk around placidly, bouncing off whatever gets in their way, and generally waiting for a kind individual like yourself to save them.

The idea behind *Lemmings* is simple: Lemmings are dropped into a playing field from an entrance, and you must save them. You save them by guiding the herd to an exit located somewhere in the playing field. You guide them by giving different Lemmings "skills" that allow them to change the world the Lemmings live in.

What makes it tough is negotiating the many traps, puzzles and mazes that the Lemms find themselves in in each level. You'll have to use strategy, logic, and maybe even a little outside encouragement. This is where the *3D Lemmings Companion* comes in!

## A Short History of *Lemmings*

*Lemmings* was created by DMA Design, in Scotland, in 1991. It first arrived on the Amiga family of computers and was an almost immediate success. It contained 120 levels of joy and frustration for players around the world to solve.

The original incarnation of *Lemmings* has been translated to nearly every platform under the sun. Versions exist for IBM PC, Super Nintendo, Gameboy, Macintosh, Spectrum, Lynx, 3DO, CDi, Atari ST, Sam Coupe, Game Gear, Commodore 64, Mega Drive, FM Towns, Sharp X68000, Sega Master System, Achimedes and most likely even more than that.

Following on the success of *Lemmings*, DMA released a second set of 100 levels, called *Oh No! More Lemmings!* which also did very well.

A special 4-level demo called *Holiday Lemmings* was thrown out over the Internet and had Lemmings in a Christmas-themed world, with snowbanks, lights, and snowmen. The success of *this* product led to *Holiday Lemmings 1993* and *1994*, which between them added 64 levels of Christmas Lemmings.

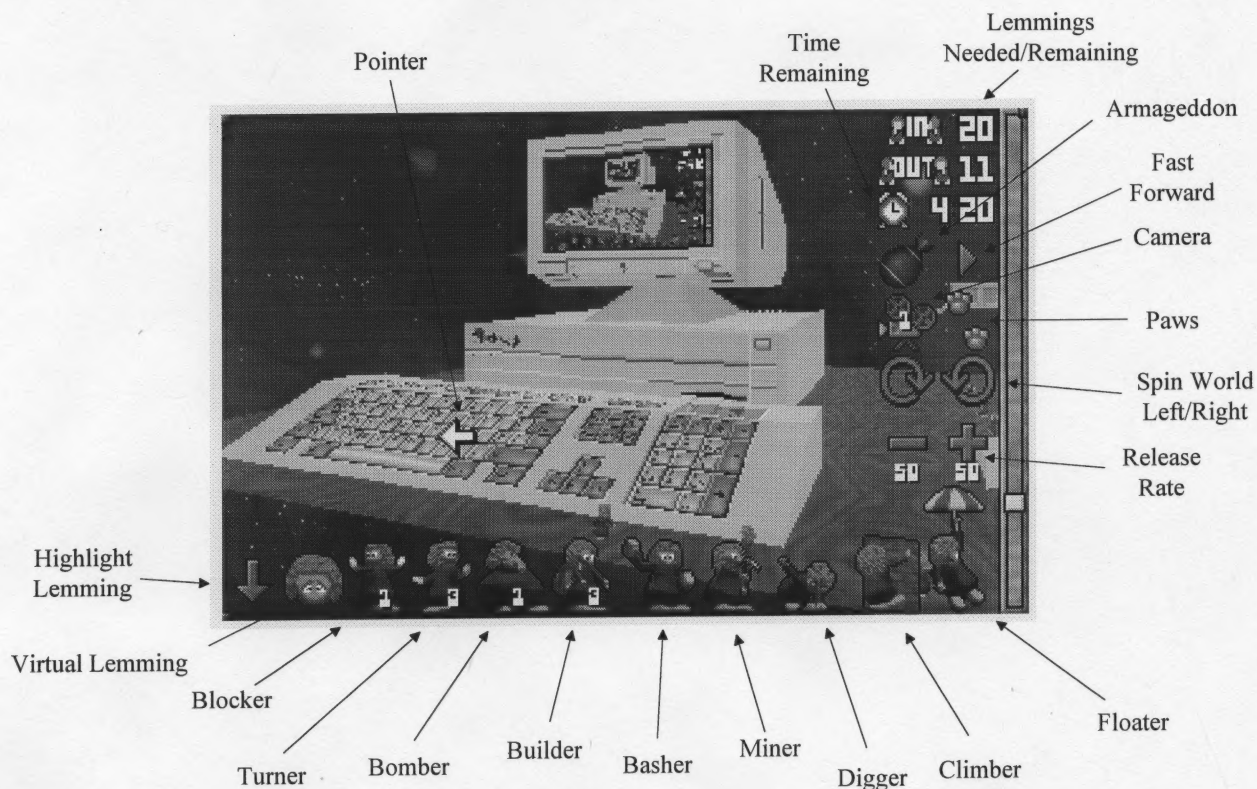
In 1992, DMA released *Lemmings 2: The Tribes*, which was a massive expansion on the original *Lemmings*, adding up and down scrolling, dozens of skills, and a bizarre storyline revolving around 12 Lemmings "Tribes", each with a different theme.

In 1994, we had the addition of *The Lemmings Chronicles* or *All-New World of Lemmings*, which brought a more cartoonish and lush graphic feel to the game.

Now, we have *3D Lemmings*, the game that brings the Lemmings into the third dimension. And this is the book to have at your side as you tackle the toughest *Lemmings* yet!



## The Playing Area



*This is the PC Playing Screen. The Playstation Playing Screen looks slightly different, but has all the same options.*

The Playing screen for *3D Lemmings* is laid out with a full-screen view of the level you're on, surrounded on the edges with a large set of controls for manipulating Lemmings, your view, the speed of the game, and ways to end the level ahead of schedule.

The icons along the bottom are your **SKILL ICONS**, which describe the amount of times you can apply different "skills" to the Lemmings in each level. As you assign a skill to a Lemming, the number in front of that skill decreases by one.

Along the right side of the screen are icons for pausing the game (**PAWS**), ending the level prematurely (**ARMAGEDDON**), increasing and decreasing how fast Lemmings are being released (**RELEASE RATE**), turning your camera (**TURN WORLD**), switching between camera views (**CAMERA**) and changing the speed of the game (**FAST FORWARD**).

To show how close you are to completing the goals of the level, there is a countdown time, a number that's the amount of Lemmings out on the playfield, and the amount of Lemmings you still need to rescue. If the first number is smaller than the second, you've made a grievous error.

On the top left-hand corner of both the PC and Playstation versions of *3D Lemmings* is a "Map", which has a top-down view of the level with small dots representing the Lemmings. This is a hold-over from the original *Lemmings* game. In all my time of playing this game, I never found it helpful for anything I was doing. By clicking on the upper left corner on the PC or by going into the option screen in the Playstation version, you can shut it off, and in doing so give yourself additional screen real estate to play the game. I suggest you play this way.

## Lemming Skills

The most important aspect of *3D Lemmings* is learning the Ins and Outs of the skills that you can give the Lemmings. If you've not played the older *Lemmings* games before, you're in for a surprise. If you haven't, well, you're not. The manual explains the basic functions and uses for each skills, but to beat all the levels, you have to learn a little extra...

### BLOCKER



A **BLOCKER** makes all Lemmings that come into contact with him turn around 180 degrees. When you've selected the **BLOCKER** icon at the bottom of the screen, each Lemming you put your cursor over will show two arrows indicating the direction he will block.

When you select the **BLOCKER**, he will walk to the end of the current *Grid Square* that he is walking on, and begin blocking. Clicking on a **BLOCKER** as he is *just* on the edge of a cliff, therefore, will more often than not be unsuccessful and cause your intended blocker to plunge to an early death. Also, if you click on a **BLOCKER** when he is less than halfway across a grid square, any other Lemmings behind him will immediately turn around. This can mean the difference between victory and defeat in some levels.

The Blocker only affects Lemmings coming towards him from the two directions he's blocking. Lemmings coming at him from the other two directions will pass right through him. **WALKERS, BUILDERS, BASHERS, MINERS** can become **BLOCKERS**; clicking on any others will return the sound "Uh Oh...", meaning "you can't do that, bub."

### BLOCKER STRATEGIES:

- **BLOCKERS** will become **WALKERS** again if you dig out the ground underneath them. They'll continue to walk in whatever direction they were headed in before you turned them into Blockers.
- The Blocker, more often than not, is a permanent attribute. If you can find another way to steer Lemmings away from a trap or to make them turn around, resulting in an additional Lemming saved, use that instead.



### TURNER

The main departure from the "Classic" *Lemmings* skills is the **TURNER**, necessary for turning other Lemmings 90 degrees, to the left or right of their current direction. The **TURNER** Lemming requires *two* mouse clicks; the first to select which Lemming you want to turn, and the second to select which direction he should turn other Lemmings towards. When you first click on a Lemming with **TURNER** selected, an arrow will appear pointing either to the right or left of the Lemming's current heading. The arrow will follow where your mouse pointer is currently located, so you should put your pointer in the general direction you want the **TURNER** to steer his followers to, and click again.

In a manner similar to the **BLOCKER** Lemming, a fully selected **TURNER** (with two mouse clicks) will begin turning any Lemmings behind him, and will come to a stop at either the *edge* or *halfway point* of a grid square, depending on which he comes into contact with first.

### TURNER STRATEGIES:

- In a level where you aren't given any **BLOCKERS** and you have to turn the Lemmings around, you can use two **TURNERS** in a pinch and they'll do the job fine.
- Like **BLOCKERS**, the **TURNER** skill is permanent unless you dig under the Lemming or blow him up.



## BOMBER

When a Lemming is made into a **BOMBER**, the number 5 appears over his head. When the counter reaches 1, he stops wherever he is and explodes, destroying nearby blocks and the floor below him, assuming they're not indestructible. Any Lemming can be made into a **BOMBER**, regardless of what they're doing at the time.

The Bomber can blow up any block that a **BASHER** or **MINER** can go through. Unlike these other skills, however, a **BOMBER** Lemming will still keep moving *after* you declare them a **BOMBER**. Bombers will walk roughly one-and-a-half grid squares before blowing up.

### BOMBER STRATEGIES:

- **BOMBERS** make out a specific and predictable amount of blocks around them. The most useful of these predictable amounts is that they will take out half of a block next to them, and half of a block they're standing above and next to. In many cases, you can make an otherwise impassable wall into a "staircase" of sorts using your **BOMBER**, that your **WALKERS** can transverse.

## BUILDER



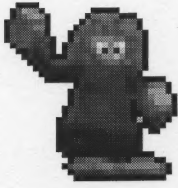
A **BUILDER** will walk to the end of the current grid square and begin making a staircase. This staircase has six segments that later Lemmings can walk up and down. If the Lemming is not stopped by a block or by you turning him into a **BOMBER**, he'll put down the six segments, shrug with a question mark over his head, and turn back into a **WALKER**. Once a **BUILDER** finishes his bridge, his load is shot, and you'll have to click another **BUILDER** skill on him to make him build farther.

The staircase that a **BUILDER** creates is always destructible and can be destroyed and removed by **BOMBERS**, **BASHERS**, **DIGGERS**, and **MINERS**. However, these skills will remove the bridge based on the *grid square* it's on, so it might take a few tries to destroy the exact segment or segments you don't want sticking around.

### BUILDER STRATEGIES:

- Allow me to save you a ton of heartache and pain right now and tell you that if you put a **TURNER** on a bridge build by a **BUILDER**, the Lemmings will *not* turn and go forward one grid square in that direction! They will turn and fall *straight down*, right *through* the bridge! This appears to be a direct effort by the game designers to prevent use of bridges to span a host of close gaps between blocks that are just *one* grid square off. What it translates to is a real headache in many of the more difficult levels, where one grid square means success or a click on the **ARMAGEDDON** icon.
- If you click the **BUILDER** skill on a **WALKER** when he's between the middle and far edge of a grid square, the first segment of his bridge will hang over air! In many levels, the distance between two blocks is exactly three grid squares, so this is very significant.



**BASHER**

A **BASHER** Lemming will destroy any destructible blocks in front of him. If he runs out of destructible blocks, he'll turn back into a **WALKER**. A **BASHER** will only look for something to break through for one grid square after you click on him, so clicking on him with the block far ahead won't work. If a **BASHER** hits an indestructible block, you'll hear a "clank" sound and he'll become a **WALKER** again.

**BASHER STRATEGIES:**

- **BASHERS** will only take out half of a block; the lower or upper halves depending on where the Lemming first touches the block. It is therefore possible to make it so Lemmings can walk both through and on top of a block.
- The other side of the block a **BASHER** is breaking through will begin to "crumble" and have cracks appear in it, making it very easy to pinpoint where a **BASHER** is going to appear.

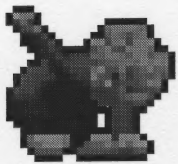
**MINER**

A **MINER** is a choice blend of a **BASHER** and a **DIGGER**. He'll walk up to the next grid-square, and begin using his pick-ax to mine *diagonally* through the blocks. He'll head down one-third of a block, then forward to the next block.

Like **BASHERS** and **DIGGERS**, a **MINER** will only go through destructible blocks, and turn back into a **WALKER** as soon as he hits anything he can't break up.

**MINER STRATEGIES:**

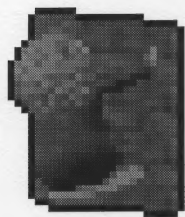
- **MINERS** are the knights in the chess game of *3D Lemmings*. The path they take is unlike any other skill, breaking the blocks down into thirds instead of easy halves. Be sure you have plenty of horizontal room when you mine; they don't mine at a 45 degree angle, but at about 30 degrees.

**DIGGER**

A **DIGGER** will walk forward to the closest center of a block he can find, and then begin digging straight *down* through the block. If the block is indestructable, of course, he'll get the ol' "clank" sound and stop immediately. A **DIGGER** functions just like a **BASHER** or **MINER** in that he'll dig until he bumps into something indestructable, or the ground, or a trap.

**DIGGER STRATEGIES:**

- More than once, you'll have a situation where a **DIGGER** will make a hole that's deeper than the other **WALKER** Lemmings can safely fall through. You might have to stop the little guy from going down too far, and the two easiest ways to do this is to make him a **BUILDER** or **BOMBER**.
- Even if it gets lots of cracks in it, a block is still as strong as it ever was until it completely disappears. If you stop a **DIGGER** from digging and the block looks like a mess, there's no situation where it will spontaneously "crumble" under the weight of too many Lemmings.

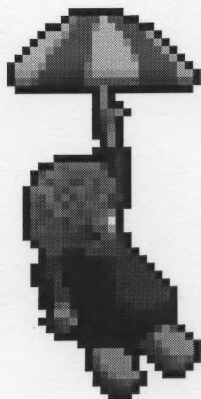


## CLIMBERS

These athletic guys will climb pretty much any vertical surface they come across, shimmy up it until they find a horizontal plane, and begin walking again. To recognize something as a vertical surface, it must be touching the horizontal plane the Lemming is walking on. This may sound like a bizarre rule, but it means that half blocks that are floating above the grounds will turn the Climber around *without* having it climb the block itself!

### CLIMBER STRATEGIES:

- Besides blocks, Climbers will also climb an interesting assortment of props: You can get them to climb trees, circus cars, houses, and a multitude of "bystander" Lemmings that show up hanging around the area. Usually this doesn't matter, however, sometimes it can mean the difference between solving a level or not..



## FLOATERS

Floater will pull out a convenient umbrella when they start falling from a high place and float gently down to the first horizontal surface they can find. Of course, if that horizontal surface is water or lava, they'll be none too happy. Because of their umbrellas, Floaters can fall as far as they want and won't explode like regular walkers. More often than not, you'll have a lot less Floaters available than Lemmings.

Any Lemming can be made into a Floater, at any time. Once a Lemming is made into a **FLOATER**, he stays a Floater for the remainder of the Level.

If a Lemming is a **CLIMBER** and a **FLOATER**, he'll become an **ATHLETE**, which means that they pretty much have the run of the level.

### FLOATER STRATEGIES:

- You can make a falling Lemming into a **FLOATER** by clicking on him as fast as you can. This isn't recommended, but makes a good last-second save if you need it.



# Controls



## HIGHLIGHT LEMMING

Sometimes you have a specific Lemming you want to use, even though he might suddenly jump into a herd of other Lemmings. The only way you can guarantee to keep track of him is by using **HIGHLIGHT LEMMING**. When this is used, an arrow appears over the head of whatever

Lemming you select, and the Highlight Lemming arrow goes from red to green. From then on, whenever you click on a task along the bottom, it will be applied immediately to this Lemming and this Lemming only. Click on the arrow again when you don't want the Lemmings highlighted anymore.

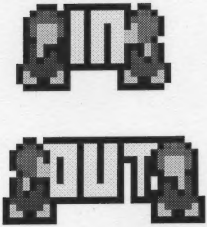
The only downside to this option is that it's really easy to forget you're highlighting a Lemming and you'll click on a task and wonder why the Lemming you're looking at didn't start doing the task. Luckily, if you press ESC on the PC or restart the Level on the Playstation, 3D Lemmings will just **REPLAY** the level until the point where you made a mistake.



## VIRTUAL LEMMING

This option allows you to see through the eyes of a Lemming. You can click on any Lemming to see the level from their vantage point. While you're viewing the world from a Lemming's eyes, you can look to the left or to the right for a total of 180 degrees of vision.

The **HIGHLIGHT LEMMING** arrow has a different meaning here; when you click on it you will switch to the view of the Lemming that came out right after your current Lemming.



## LEMMINGS TO BE SAVED LEMMINGS CURRENTLY OUT

These two numbers tell you how far along you are in solving the level. The number next to the word "IN" indicates how many Lemmings need to be saved for you to pass this level. The number next to the word "OUT" shows how many Lemmings are currently wandering around the level. If the second number is less than the first, there's a little problem. The "Lemmings Currently Out" also reflect Lemmings like **BLOCKERS** and **TURNERS**, so it might not indicate how many you can actually save.



## THE TIMER

This clock shows the number of minutes and seconds you have to finish the level. After this clock hits zero, all of the Lemmings on the screen become **BOMBERS**. It's truly an exhilarating sight, unless of course you weren't finished.



## ARMAGEDDON

Tastefully portrayed as a massive explosive, this option lets you end the level quickly, especially if you're not doing very well at all. This is different than the ESC key on the PC, which will start the level over in **REPLAY MODE**. In this case, all the Lemmings that are still on the screen will spontaneously explode. Sorry, no Real Life option.

## FAST FORWARD



This icon is usually a single arrow, but if you click on it, it'll switch to a double arrow. While it's a double arrow, the Lemmings will move anywhere from twice as fast to even faster. Basically, the program removes any slowdown routines, and this can make the little guys really pick up speed.

This option is very useful for those times when you don't have any actions to take on the Lemmings for a minute or two, and you want to cut to the chase.

## SWITCH CAMERA



3D LEMMINGS gives you four separate and independent camera from which to view each level. These camera can go pretty much anywhere (though they do have a sort of "mass" and can't go into small holes or areas) and allow you to keep track of the Lemmings the vast majority of the time. The camera can see each other; their numbers are above them.

The cameras are usually set up at the beginning of a level to point out major "landmarks" of that level.

If one of your CAMERAs is in **VIRTUAL LEMMING** mode, switching to the other cameras will go back to the regular "zoom around and go anywhere you want" visual mode. Switching back to that particular camera will put you back in **VIRTUAL LEMMING**, however.



## PAWS

The **PAWS** act as (what else) the **PAUSE** for the level. If you click on them, the **PAWS** will begin spinning and all action on the game will freeze. Time will not decrease, the Lemmings won't go anywhere. This provides you with a breather while you figure out your next move.

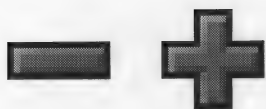
You can move the cameras around and increase or decrease **RELEASE RATE** while in **PAWS** mode, but you can't assign skills on Lemmings or highlight them.



## TURN THE WORLD

These options let you do a quick rotation of the level around its central axis, something you can't do with your keypad or control pad. You can do it to the left or right, as needed. These options are useful when you have to get to another section of the level in a very short time.

## DECREASE or INCREASE RELEASE RATE



These options change the amount of Lemmings per minute that drop out of the entrance into the level. Usually, the level will have a preset release rate, and you can *not* go below this rate. For instance, if the release rate is set to 60, you can only change the rate to something between 60 and 99. This option only works while there's still Lemmings coming out of the entrance; otherwise, it just makes a pretty sound.

# PRACTICE, PRACTICE, PRACTICE!

Lemmings 3D doesn't actually have just 80 levels - it has 100. Twenty levels have been created to serve as *practice levels*, so you can experiment and get the feel for all the different tasks and obstacles. In all cases, a *demo* mode has been provided so you can watch the tasks being assigned.

These levels aren't high on the "challenge" scale, nor should they be. They'll provide you with both massive hints (the flashing arrows saying *TURNHERE!* come to mind) and even a "demo" mode you can click on and have the level solved for you.

Here are some general descriptions and hints for these levels.

## BLOCKER



*And where do you think **you're** going?*

The Lemmings will drop out of the entrance and begin walking towards the water. The goal here is to guide them into the house at the other end of the island. You should use one **BLOCKER** on the first Lemming to drop out. This will turn them around 180 degrees and send them to the exit. While it gives you five to work with, you just need one to do the trick.

For practice, see where you have to click to make a blocker stand right on the edge of the path and not fall into the water. You'll notice that his right foot is actually standing *on* the water - this fact becomes useful in some of the tougher levels, where the placement of the blockers right at the edge of a path will give you more room to maneuver.

## TURNER



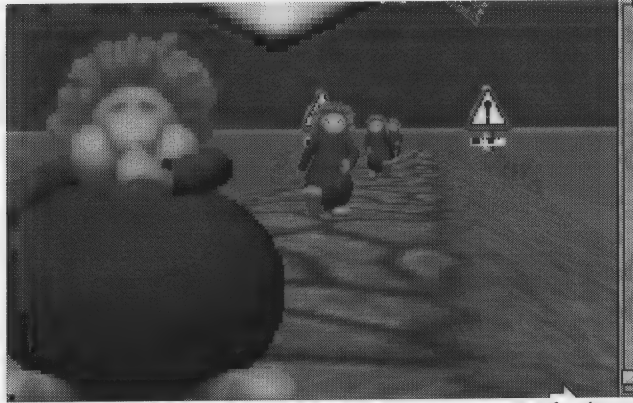
*You'll all be wanting to go **this** way.*

The Lemmings will fall out of the entrance and walk *by* the path leading to their home. You have to put a **TURNER** along the path to guide the others toward the exit.

**TURNERs** are the only Lemming Skill that requires *two* mouse or controller clicks to assign. The first will decide which Lemming you want to make into a turner. The second declares if the Lemming will turn to the left or right.

Where the arrow marked "TURN HERE!!" is pointing down, click on a Lemming. Note how he gets an arrow pointed up or down, and how it changes if you move your cursor. This arrow will stay until you either assign a direction for the Lemming to guide his comrades, click on another skill, or the Lemming perishes. This arrow can *ALWAYS* be seen, even through walls or other obstacles. This can help you a lot when the Lemming dips into an alcove or pit and you want to assign his turn while he's out of sight.

## BOMBER



*That's either a **BOMBER** Lemming, or a very nasty piece of indigestion.*

Here, the Lemmings are aimed to the exit, but there's a large, grassy wall preventing them from reaching it. You've got to use a **BOMBER** to blow away the bottom of this wall to clear a path.

Bombers will wait 5 seconds after you click on them before they blow up. If a Lemming is a **BLOCKER** or **TURNER**, they will stay in the same spot before exploding, but if they're doing anything else (**CLIMBER**, **FLOATER**, **DIGGER**, and the rest), they'll continue to do the same task until they actually blow up. This timing takes awhile to get the hang of.

Notice that half of the path the Lemmings travel on in this level is "raised". You can blow up Lemmings anywhere along the raised part of the path and take out chunks of it. A **BOMBER** Lemming will tend to take out one-half of whatever block they're standing on and half of the blocks all around them. Lemmings will still walk forward when faced against a half-block difference in height between two paths.

If you make a Lemming a **BOMBER** near the white picket fence around the house, you'll see there's no way to blow up either the ground the Lemmings are walking on, the house, or the white picket fence. This is because they're indestructible. Sometimes, the only way you can tell that something is indestructible is to just **BOMB** near it and see what happens. This becomes important when *some* levels make *some* blocks indestructible, and others that look exactly the same destructible. Experimentation can sometimes be your best tactic.

## DESTRUCTIBLE and INDESTRUCTIBLE ITEMS

In 3D Lemmings, there are four skills which will attempt to make holes or blow up parts of the level. These skills are **BASHERS**, **BOMBERS**, **DIGGERS**, and **MINERS**.

However, these guys can't just break through *every* block in each level. Some of the blocks will crumble under the effort of these skills. They are **DESTRUCTIBLE**. Others will just return a "CLANK" sound when the Lemmings try to break them. These blocks are **INDESTRUCTIBLE**. The ground is indestructible, as well as the exit, entrance, and any Lemming traps.

Telling what exactly is destructible and what is indestructible is an inexact science. Nearly ANY solid block in 3D Lemmings can have these properties, and there are many cases where a certain type of block will be destructible in one level, and indestructible the next. There are even a couple levels where blocks have different properties in the same wall! The best way to find out what works and what doesn't is experiment.



## BUILDER



*How he ever fits six blocks in that bag of his is beyond me.*

The house with the exit is now on a little hill. The Lemmings that come out of the entrance will walk up to this hill, turn around, and walk in the wrong direction to the water, where they take a very unhealthy swim. You will have to **BUILD** up to the hill and to the exit.

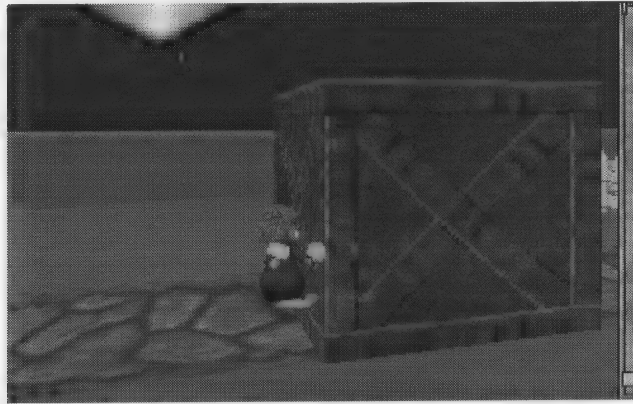
**BUILDER** Lemmings will build a "bridge" leading diagonally up and forward from wherever they were standing. Any Lemmings heading in the same direction as the builder that come into contact with this bridge will walk up it.

The bridge that a builder creates will always be *exactly* six segments, unless he runs into a wall while building. After he lays the sixth segment, the builder will shrug and a question mark will appear over his head. He'll then turn into a **WALKER** again. This pause before walking gives you time to make him a **BUILDER** again, if you want the bridge to be longer. It is possible to make a bridge in this practice level that will put the Lemmings *onto* the house with the exit. This is cute, the first time.

Let a Lemming hit the hill and turn around towards the water. When he's *just* on the edge of the water, make him **BUILD**. Note that the first segment of the bridge can actually go *right on the water* and the Lemmings will still walk up and onto the segments easily. This trick will come in *very* handy when the gap between two raised paths is exactly six segments.

All the bridges a Lemming builds are destructible, and **DIGGER**, **BASHER**, **MINER**, and **BOMBER** lemms can all make holes in them if need be.

## BASHER



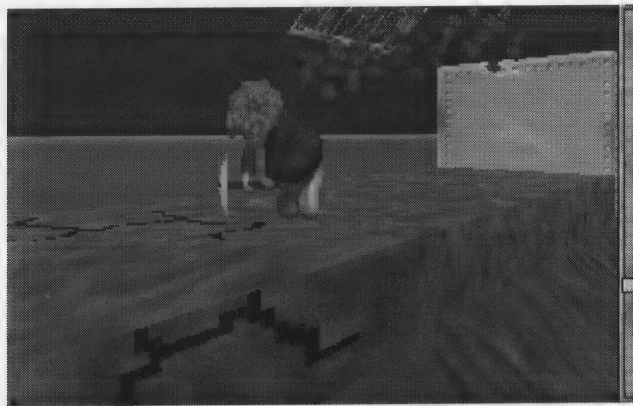
*If I had a hammer....Wait! I have **two** hammers! Yes!*

A **BASHER** will break through a destructible obstacle in front of him. In this case, there is a wooden box between the Lemmings and home base. When a Lemming is almost against the box, make him a **BASHER** and he'll break through. It does take about a second and a half to bash through a block, and this can be important sometimes.

You can make a **LEMMING** into a **BASHER** anywhere you want, but even though you'll hear him say "Okay!", he might end up doing nothing. After the Lemming walks one grid square, he won't try to bash anything anymore. Because of this, you should make a Lemm a **BASHER** very close to a wall or obstacle.

Occasionally (and this doesn't happen on this practice level), there will be **ONE WAY BLOCKS**, which a basher can only bash through from one direction. A practice level with these kind of blocks comes later.

## MINER



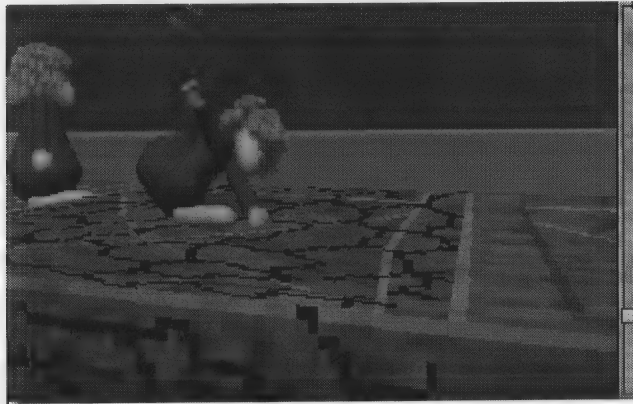
*Oh, I've been working on this level, all the live long day...*

Your Lemmings are now several blocks up in the air walking along the top of a large wall. Normally, they could just walk off the edge of the wall and fall down to the sidewalk, but the fall is just too great. Let a few drop down to get an idea of the unpleasant experience Lemmings get from falling too far. (You'd think they'd kind of dig it.)

You should use a **MINER** (like you have a choice) to make a diagonal pathway to a lower point in the wall. This way, the fall will be a little less fatal. When you make a Lemm into a **MINER**, he'll bash two-thirds of a block across, and one third of a block down. He'll continue to mine until he runs out of destructible blocks.

Finally, try making a Lemming a **MINER** when walking along the stone path in front of the house. You'll hear a distinct "clank" noise, like metal striking against metal. This is the game's way of telling you that you can't mine or dig there. You'll be hearing this a lot.

## DIGGER



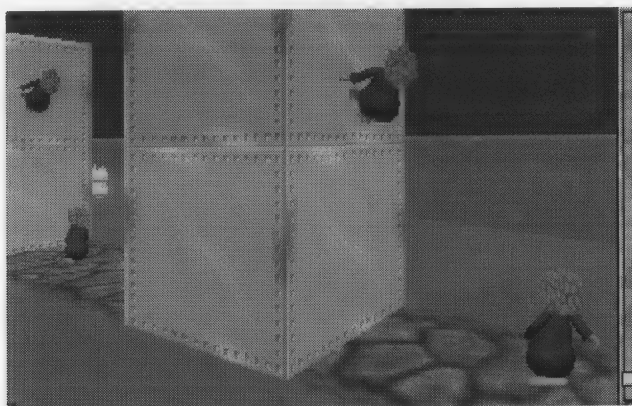
*Come on, guys! The exit's this way! I **know** it is!*

The Lemmings are dropped onto the top of a large wooden structure over a stone path. They'll bounce back and forth between the two boxes on either side of the structure, so you should use a **DIGGER** somewhere along the this walkway to make a hole down to the sidewalk. They'll fall down from the walkway and either land in the right direction and head to the exit, or bounce off the far end of the structure and turn around towards the right direction.

A Digger will always dig in the exact center of a grid square, in this case the center of the wooden "box" you click them on. If they've already passed the center point of the box they're walking on, they'll wait until the *next* wooden block before they start digging.

Note how the Lemmings fall through the hole you made and are **STUNNED**. This means the Lemmings have fallen a long way, but not enough to blow them up. This usually won't affect you too much, except to serve as a reminder that making any Lemmings fall from a greater distance will reduce your chances of solving the level.

## CLIMBER



*What's really amazing is how they get any grip at all with those huge feet.*

The Lemmings walk towards the first of two metal walls. If you don't do anything, they bounce off the wall and turn around, eventually perishing in the water at the end of the path. If you click on a Lemming with the **CLIMBER** attribute, he'll be declared a climber and will climb the wall. Each Lemming will fall off the other side safely, walk up and over the second wall, and then drop down to a clear path home.

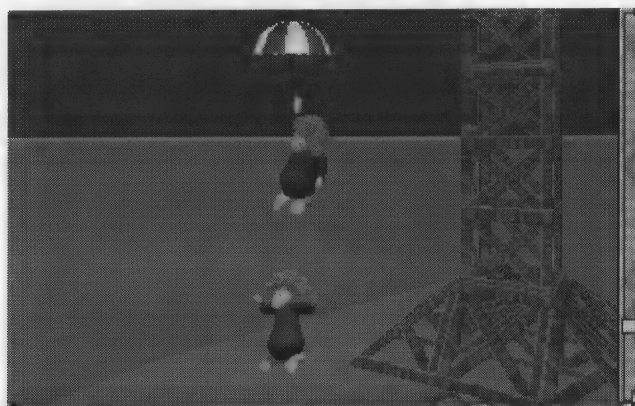
Once a Lemming is declared a **CLIMBER**, he stays a climber for the rest of the level, and will climb up any solid wall he comes in contact with. The wall has to be touching the ground where the Lemming is walking for him to climb that wall. In this case, they're both touching the ground and the Lemms will scale them. This little nugget of information will come into play later when the Lemmings come against **TURNER BLOCKS** which climbers will automatically climb, sometimes with unfortunate results.

Also, a **CLIMBER** needs to have the wall be a straight, smooth wall. If he's climbing a wall and reaches some obstacle, like an outjutting block, he'll turn around and fall down. If he's climbed a long way, this could be a bit of a problem.

No matter how much you click, you can't lose another **CLIMBER** attribute on the same Lemming; you'll just get an "uh-oh" sound. This is helpful when you have a ton of Lemmings in the same small space and you want them all to be climbers... just click like mad.

Finally... **CLIMBER** Lemmings will never climb an exit. So relax.

## FLOATER



*One of these two Lemmings is **really** unhappy he forgot his umbrella.*

The Lemmings enter onto a large wooden diving board over the stone walkway to the exit. The fall from the end of the diving board is too far for them and they'll most certainly blow up if nothing is done. Luckily, you can make them **FLOATERS** anywhere along the diving board, and they'll pull out umbrellas and float down to safety. Once they land, they'll become **WALKERS** again and walk to the house and out of the level.

Like **CLIMBER** Lemmings, once you make a Lemming into a **FLOATER**, he'll stay a **FLOATER** until he perishes or exits the level. This means that there'll no longer be a chance of him falling too far in the current level; you can forget about that problem.

If you make a Lemming into a **CLIMBER** and a **FLOATER**, he'll be declared an **ATHLETE**. This means the little guy can climb any wall and fall any distance for the rest of the game.

It is possible to make a plummeting Lemming into a **FLOATER**. However, you only get a split-second to click on them, so this should be a last-resort effort. It doesn't matter how far they fall as long as you make them a **FLOATER** before they hit pavement.



## VIRTUAL LEMMING



*Nice view. By the way, that arrow floating in the middle of the screen means that this Virtual Lemming is about to become a **TURNER**.*

On the cutting edge of Lemming Technology is the **VIRTUAL LEMMING** mode, where you can actually see the entire level from the point of view of a Lemming! This is as bizzare as it sounds. When you're in **VIRTUAL LEMMING**, you bob along happily with your bretheren and can do all the skills you want from your point of view.

As this level begins you will find that you can't move the camera through the small hole in the walls that the Lemmings are walking through. If you switch between all four cameras, you'll find that *all four* are stuck together in this little room. Yet, the Lemmings are all escaping out and you can't help them!

This is where **VIRTUAL LEMMING** becomes your friend. By clicking on the Lemming Head in the control panel (his eyes will open wider) and then clicking on a Lemming on your screen, you'll suddenly see the level through the eyes of this Lemming.

Any tasks you click on while you're in **VIRTUAL LEMMING** mode will immediately be applied to the Lemming whose eyes you're looking through. So, wait until the Lemming you've chosen is outside and at the right turn in the path, and then click on the **TURNER** icon. You'll hear "Okay!" and an arrow will start floating in the air.

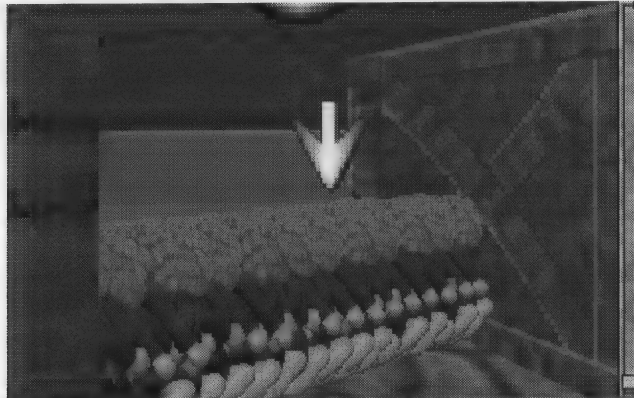
For another illustration of this fact, try clicking on **ARMAGEDDEN** (the big bomb on the control panel) and watch as the countdown appears right in your line of vision! This is *YOUR* countdown, buckaroo. Smoke 'em if you got 'em.

When you click to the left or right of the arrow that's floating on the screen, you'll make your Lemming into a **TURNER**. Now you'll be sitting in one place watching other Lemmings coming towards you and heading (hopefully) to the exit. Clicking so that your chosen Lemming will turn in the right place will take a little practice, but that's what this level is for.

Now you've got your Lemming turning the others to the exit, but you want to see how the level looks from other perspectives. This is where **HIGHLIGHT LEMMING** comes into play.

In **VIRTUAL LEMMING**, the **HIGHLIGHT LEMMING** Icon (the rotating green arrow) has a second function from the usual: Clicking on it will switch to the "next Lemming in line". This would be the Lemming that came out of the entrance after yours.

## HIGHLIGHT LEMMING



*I knew my Lemming had to be in there somewhere...*

The level opens up into *two* entrances (yes, there can be more than one entrance) dropping 80 Lemmings between two large wooden boxes. You're provided a **BASHER** to bash through the blocks, but the problem is that if you just click randomly into the herd of Lemmings milling around in the center, it *might* be a Lemming going in the wrong direction! Whatever are you to do?

The **HIGHLIGHT LEMMING** option allows you to pick one Lemming in the game and make all your task selections work on him and him alone. This Lemming is designated with an Arrow that floats above his head wherever he goes.

In this level, wait until you've got all 80 Lemmings frothing between the two boxes. Now, select **HIGHLIGHT LEMMING**. The first of the Lemmings that came out will get an arrow above his head. Mostly, this means you'll see an arrow bouncing back and forth above the herd. This is where your Lemming currently is. Click randomly on the pack of Lemmings, and watch as the arrow shifts direction. This is because you're highlighting different Lemms going in different directions.

When the arrow is starting to walk in the direction of the house, click on the **BASHER** Icon. You'll hear an "Okay!" from your chosen Lemming. He'll bash through the blocks and the Lemmings will head home.

Two important things to keep in mind with **HIGHLIGHTed LEMMINGS**: First, the Lemming you have selected will **IMMEDIATELY** do whatever task you click on. This can sometimes be a little unexpected if you were just clicking on the task to get ready to assign it. The other thing is that you have to click on the green arrow to disengage **HIGHLIGHT LEMMING**, *even if your selected Lemming blows up or goes into the exit!* If your selected Lemming disappears for whatever reason, the next Lemming in line automatically becomes highlighted. This can really annoy you if you're playing the game and you're tired.

## DEFLECTOR BLOCK



*Think of them as really large metallic **TURNERS**. With less personality.*

In this level, the Lemmings drop out of the entrance, knock against three metallic **DEFLECTOR BLOCKS** and then bounce off a fourth one, made of wood. However, this fourth one happens to be destructible. When a Lemming walks towards the wooden block and is within one grid square of it, make him a **BASHER**, and he'll bash through the block and clear the way home.

There's not much to say about deflector blocks; they function the same way as **TURNERS**, turning all Lemmings who come at their slanted side 90 degrees to the left or right, depending on which way the Lemmings are facing. The other two sides of the block are flat walls and any Lemmings bouncing against them will turn 180 degrees, like you would expect.

One note about deflector blocks: **CLIMBER** Lemmings will climb right over them, even though the wall isn't technically faced towards them. They *will* turn if the bottom of the block is not touching the ground.

## MUD



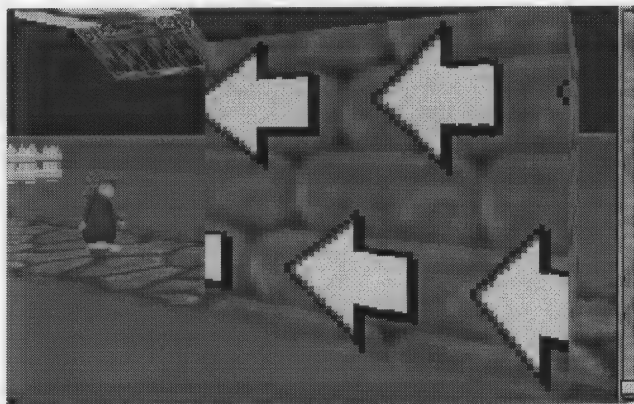
*This is just a guess, but I think the Lemmings **hate** when this happens.*

Say it three times: *Mud is bad. Mud is bad. Mud is bad.* There. You've now learned the point of this practice level completely.

When a Lemming comes against the edge of the mud, make him a **BUILDER**. He'll build a bridge over the pool of mud and it's just a small walk to the exit.

Mud, like water, long falls, and smoking, are fatal to the Lemmings. The only way to transverse the mud is to build a bridge over it or find some way to walk or climb around it. Sometimes the mud is colored yellow (in the circus levels). This doesn't make it any less deadly.

## ONE WAY BLOCK



*Call me two cards short of a deck, but I don't think a **BASHER** will work here.*

The **ONE-WAY BLOCK** only allows **BASHERS**, **BOMBERS**, and **MINERS** to break through the block in one direction. This direction is shown on the side of the blocks by a bunch of dancing arrows pointed towards the side you can't bash through.

In this practice level, the Lemmings will drop out of the entrance, and bounce between the two one-way blocks. One is pointed towards the Lemmings, and one is pointed away. The one that is pointed *away* is the one the Lemms can bash through.

Select your most convenient Lemming and make him a **BASHER** near the block with the arrows pointed away. He'll bash through it easily and the level is finished.

If you try and make a Lemming bash through a wall that is indestructable or a **ONE-WAY** block pointed the wrong way, you'll hear a distinct "clank" sound. This is how Lemmings 3D says "You tried, and failed". The number of Lemmings you can assign the task to will decrease by one on the bottom just as if you were successful, even though you weren't. Oh, well.

Important note for PC Users: On the PC version, it is possible to shut off textures on the blocks to make the game run faster. This is usually an okay thing.. speed is good. However, among the textures that can get shut off are the arrows on the side of **ONE-WAY BLOCKS**... and this is bad. Check out the level at least once with full textures on before playing it with them off.

## SPLITTER BLOCK



*Just think of it as a little, tiny Grand Central Lemming Terminal.*

The **SPLITTER BLOCK** takes in Lemmings and turns them 90 degrees left or right, but changes which exact direction they go each time a Lemming passes through. In other words, each of the four "archways" the Splitter Block has keeps track of Lemmings walking into it. If a Lemming walks in and turns to the left, the next Lemming will be turned to the right. Each of the four doors keeps track of themselves separately.

When the Lemmings drop out of the entrance in this level, they'll be walking alongside two houses on a path that leads directly to water. You'll want to use a **TURNER** Lemming to turn the herd towards the **SPLITTER BLOCK**.

Once you've turned the Lemmings, your work is done. But zoom your camera in and watch how the splitter block does its work. A Lemming will walk in and turn one direction, but the next to come in will be turned the other way. If Lemmings were to come in from the other directions, they would be turned too.

The Splitter block can drive you absolutely nuts. In the levels where it shows up, it will usually turn a simple task into a complete run-around trying to figure out all four possible directions the Lemmings will be walking in.



## SLIPPERY BLOCK



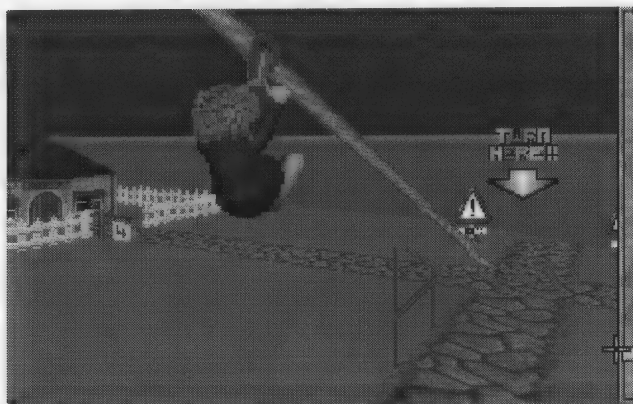
*Olympic-style skaters they are **not**.*

**SLIPPERY BLOCKS**, or as we like to call them down on the farm, "Ice", cause Lemmings to slide out of control in whatever direction they were walking when they first set foot on it. The only disadvantage to this newfound speed is that you can't give a Lemming any tasks while he's sliding, except for **BOMBER**.

In this level, the Lemmings land right on this ice and slide into a **DEFLECTOR BLOCK** in the corner before heading towards a path. Once they land on the path, they'll begin sliding again. Once the first of the walking Lemmings gets under the **TURN HERE** arrow, make him into a **TURNER** to send the other Lemmings in the direction of the house. They'll have to slide a little more to get there, but they'll do it safely.

Slippery blocks usually come in large patches, but sometimes just one will be sitting alone and it's usually there to annoy you. On purpose.

## ROPE SLIDE



*Sure beats what **you** were doing last Saturday, doesn't it?*

**ROPE SLIDES** are a method of travel where a Lemming can go from a very high vantage point to a very low one, or the other way around, quickly. Simply enough, if a Lemming walks forward underneath the rope slide, he'll grab onto it and travel its full length, then let go.

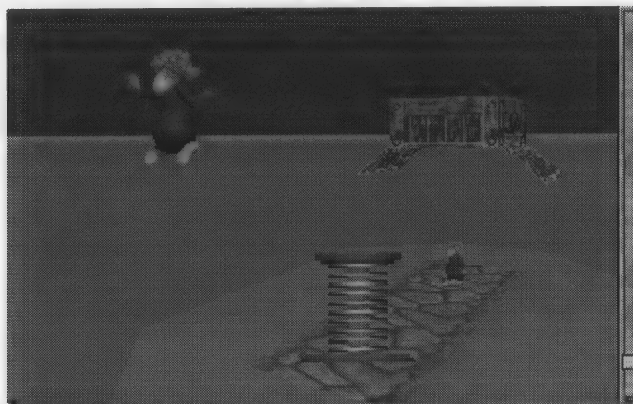
In 3D Lemmings, there are no two-way rope slides; they usually start at one obvious point and end up at another. In every case that I've seen, it was pretty clear which side worked and which didn't.

**ROPE SLIDES** can head either downwards, or upwards. Don't be surprised if a Lemming walks under one and suddenly starts flying up towards a high point and you, silly person, have to go chase after him with a camera.

Like **SLIPPERY BLOCKS**, you can't make a Lemming anything other than a **BOMBER** while he's sliding on the rope slide. You have to wait until he's on the ground and walking again.

**ROPE SLIDES** and the upcoming levels **TELEPORTERS** and **SPRINGS**, share the interesting trait that only *one* Lemming can use them at a time! In other words, if a Lemming is heading down the rope slide and the next Lemming reaches the top of the slide, he will *not* slide down but instead just plummet down to an unpleasant landing! To test this out on this level, use the **INCREASE RELEASE RATE** to send a ton of Lemms to the slide at once. One will make it, and most of the others won't. This can be a bit frustrating at the end of a level when you want to just send all the little guys home but if you increase the release rate, they get very, very sad.

## SPRING



*Now this, THIS the Lemmings must **definitely** hate.*

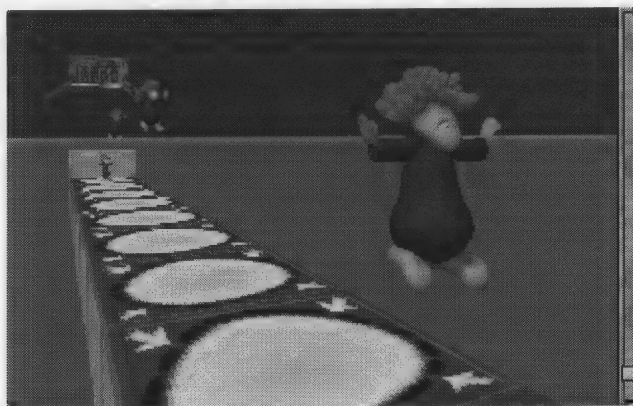
The **SPRING** looks like a small red disc in the ground, until some hapless Lemming happens to walk over it. Suddenly, he'll be propelled well into the air to some other area of the level, usually landing on a **CRASH MAT**. There's no practice level for these crash mats, but how hard is it to have stuff land on you, anyway?

There is always one crash mat for each **SPRING** anyway, so you won't have to worry about them. You won't have to worry about **SPRINGS** all that much either, except of course where your Lemmings eventually land!

In the case of this practice screen, the Lemmings are sprung over the house to a crash mat in front of the exit. However, the Lemms are aimed at the wrong direction when they land and start walking towards the water. This is bad! Make a Lemming into a **BLOCKER** after he lands, and they'll turn around and walk to the exit.

As mentioned in the **ROPE SLIDE** paragraph, only *one* Lemming can be sprung at a time. If too many Lemmings cross over at once, some will not be sprung and will keep on walking! This can cause you some major headaches in some levels. Keep in mind that if you have a **SPRING** at the beginning of the level to launch the Lemms towards the other obstacles (this happens a lot in the *golf* levels), you do *not* want to **INCREASE RELEASE RATE** at any time.

## TRAMPOLINE



*Sometimes by air is the only way to travel.*

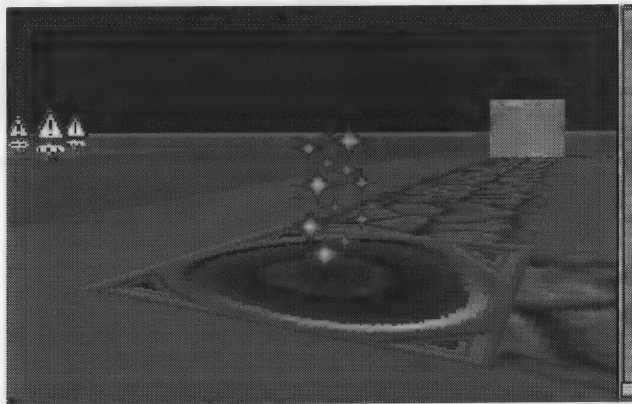
Trampolines provide a great way for Lemmings to fall from a very large height and not get hurt. They're also good for going from a low vantage point and bouncing up to a higher one.

This level, besides being extremely huge, is also a simple matter of letting the Lemmings walk onto the trampolines and bounce up to the block floating in mid-air. The first Lemming that lands should become a **TURNER** such that he sends the rest of the Lemms along the line of trampolines. There's a line of **DEFLECTOR BLOCKS** at the corner, and the bouncing Lemmoids will hit them and turn 90 degrees in mid-bounce, and spring the rest of the way to the exit.

In what may be one of the most subtle aspects of 3D Lemmings, the *RED* trampolines will *increase* the height of the Lemming bounces, and the *BLUE* trampolines will *decrease* them. Most of the time this shouldn't be a concern, but it's good to note.

Also, unlike the **SPRING**, it doesn't matter *how* many Lemmings you shove onto the trampolines; they'll still all bounce.

## TELEPORTERS



*Wait'll he finds out they lost his luggage.*

In a show of cutting edge Lemming Technology, there are **TELEPORTERS** that will instantly transfer a Lemming to another part of the level. The teleporters are multi-colored red disks in grey squares. They always come in pairs; going in one teleporter will make the Lemming appear in the other.

The Lemmings will also exit out of the second teleporter in the same direction as they were walking when they entered the first teleporter. We'll demonstrate that here.

When your herd of hapless Lemmings comes out of the entrance, they'll walk right onto a teleporter and disappear. What they'll do is end up on the second island, bounce around due to some well-place **DEFLECTOR BLOCKS**, and end up right back on the *same teleporter pad* they came in on! So, if you want, your camera never has to move.

When the first of the Lemms teleports back, he'll be heading towards the large wooden block between them and the exit. Use a **BASHER** to bash through the block, and you're done.

The only other important point about **TELEPORTERS** is that you can only have one Lemming **TELEPORT** at once! If a couple go over the teleporter at the same time, only one will be teleported and the others will keep walking as if nothing happened, usually with disastrous results. So, once again, don't **INCREASE** the **RELEASE RATE** while you still have Lemmings to teleport around.

And that's it for the practice levels! You should now have a much better idea of the specialized fields of 3D Lemming Physics, Lemming Socialization and Lemming Handling. Time to start after the *real* challenges!



## THE WALK-THROUGHS

What follows are the complete walk-throughs for all 80 levels of 3D Lemmings for the Playstation and IBM PC. In each one, you're given all the relevant information about the level: The number of Lemmings that will come out, how many you need to save, and how much time you have. A short introduction gives some thoughts on the level and perhaps how to solve it, and then a drawing and step-by-step walkthrough explains a possible solution.

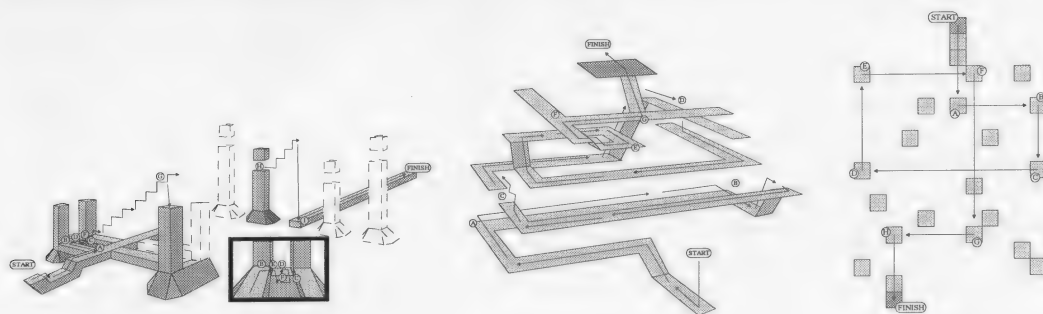
These aren't necessarily the *only* solutions to the levels, but they've been selected as the easiest to explain and the most efficient I could find. Don't be surprised if you come up with a different solution entirely upon playing the level yourself; that's part of the magic of Lemmings.

To find these solutions, I went through the game from top to bottom and tried to solve the levels straight on. When I found a solution that looked like it was simple to follow and easy to explain, I created a drawing and walkthrough for it. In the places where I got stuck, I sought help from friends, co-workers, and in one or two cases, the designers themselves. Because of this "home-grown" approach, some of my solutions are very much unintended by the designers of the levels, causing the number of Lemmings saved to be way over par. This sort of clever trickery should be considered part of the game, and is balanced by all the levels that have solutions that were intended by the designers. Some of these are *tough*!

### A Note About the Drawings

Not every illustration is an exact rendering of every block and half-block on a level. The primary purpose of each drawing is to show what area of the level I'm talking about, so when I say "Put a **TURNER** at A", you should know where to put the turner.

Because of this, some of the drawings will be just illustrations of the paths your Lemmings must take to solve the puzzles, with very little else. This is especially true in the **SPACE** levels, where your camera is usually stuck inside corridors and small rooms, and a full-featured illustration of what the level *exactly* looks like would be unreadable.



In places where I think a full drawing of the level isn't enough information, you will see small "break-out boxes" with black borders, which have close-up shots of some parts of the level.

In some cases, I'll throw out a "3-D" look altogether and draw the level looking straight down, directly above it. This happens in a lot of levels where there's a maze of some sort and drawing the whole mess from a 3-D perspective would again, be unreadable.

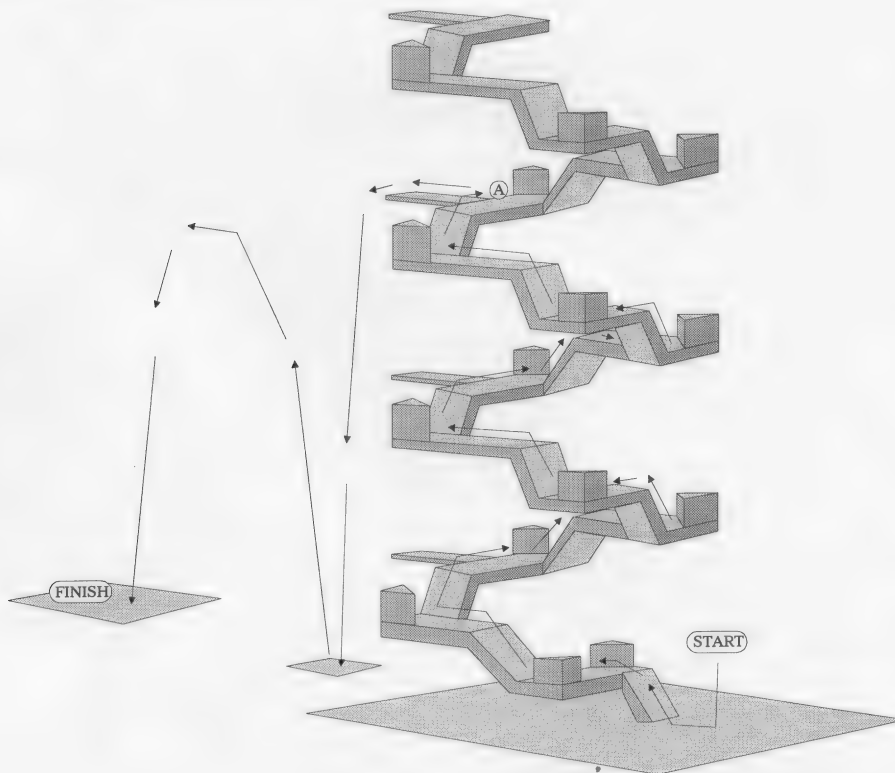
**ARMY**

# LEVEL 1

## TAKE A DIVE

80 LEMMINGS  
79 TO BE SAVED  
RELEASE RATE 80  
TIME 8:00

Welcome to the first 3D Lemmings Level! While somewhat complicated-looking, it is in fact very easy. You are given a single **TURNER** to send the Lemmings out over the correct diving board. **TURNERS** will send all oncoming Lemmings 90 degrees to the left or right. There's a **TRAMPOLINE** at the base of the tower that they'll bounce off of, but they'll drown in the surrounding water if they drop too low or too high.



1. The Lemmings come out of the entrance and begin walking up the ramp. The *Turner Blocks* on the ramp will guide them in a spiral up to the top of the diving board tower.
2. The only diving board that the Lemmings will survive a fall from is the third diving board from the bottom. Let the Lemmings walk up the three levels and move the camera to *A* to wait.
3. Make the first Lemming to reach the diving board into a **TURNER** with his arrow aimed down the diving board. The rest of the marching Lemmings will walk off the diving board, bounce off the trampoline, and land at the exit to safely.

This is a great level to try out **VIRTUAL LEMMING**. Click on one of the Lemmings as they traverse the diving board.

## LEVEL 2

### THAT'S RIGHT

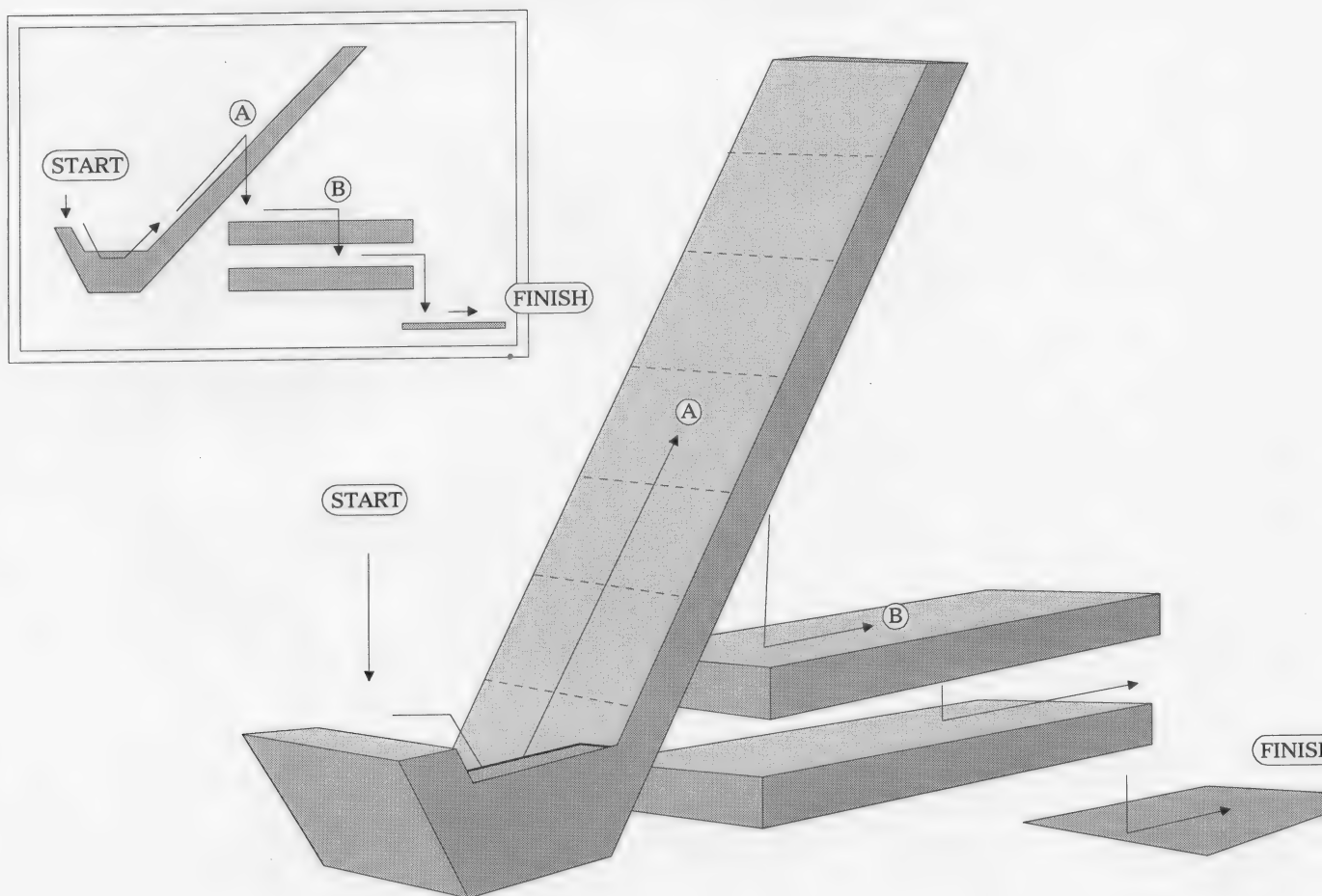
80 LEMMINGS  
70 TO BE SAVED  
RELEASE RATE 80  
TIME 4:00

**LEMCO**

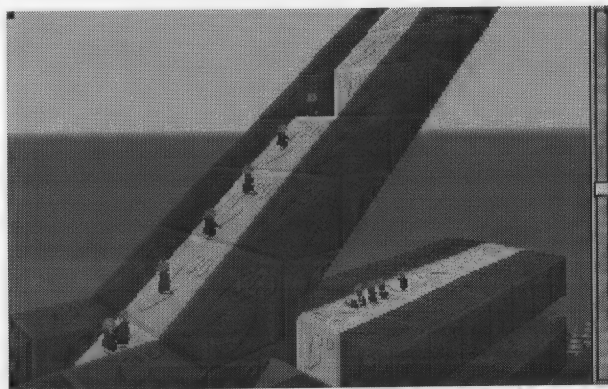
PASSWORD:  
*BLIMBING*

Two well-placed **DIGGERS** will do the trick on this level. You just have to get the placement on the Checkmark right. Like many of the L3D levels to come, you should be prepared to take a couple tries at finding when and where to dig, usually by trial and error.

Lemmings will explode if they fall too far before hitting a flat surface (don't we all?) but there is a distance they will fall where they will be **STUNNED**. A Stunned Lemming will lie flat for a second or two, shake it off and keep walking in whatever direction they were heading. In the case of *That's Right*, you're going to have to stun the little guys at least once to make it safely. Like the old proverb says, "To make an Omelette, you have to stun a few Lemmings."



1. The Lemmings will drop out of the entrance, and walk down, then up the checkmark. Count the segments of the checkmark: Each "Segment" is one block with the *L3D* in it. As a Lemming reaches the **FOURTH BLOCK UP THE CHECKMARK**, make him a **DIGGER**, at *A*.



*Count up four blocks and put a **DIGGER** there. They're not dead, they're just stunned!*

2. Lemmings will walk past this digger and turn around. You can use a **BLOCKER** on the left end of the checkmark to save the 3 or 4 that walk back, but this level can be solved without saving them.
3. As the Lemming finishes digging at *A*, he will drop down and explode on the first platform. Each of the Lemmings that falls after him will be stunned, then begin walking again. (A stunned Lemming will just lie there for a second, then start walking again.
4. Make any Lemming a **DIGGER** at *B*. This will dig a hole through to the second platform, and the Lemmings will walk across, drop down, and go into the Exit.

**SWEET**

PASSWORD:

FANAGALO

**LEVEL 3****THE BEAN MACHINE**

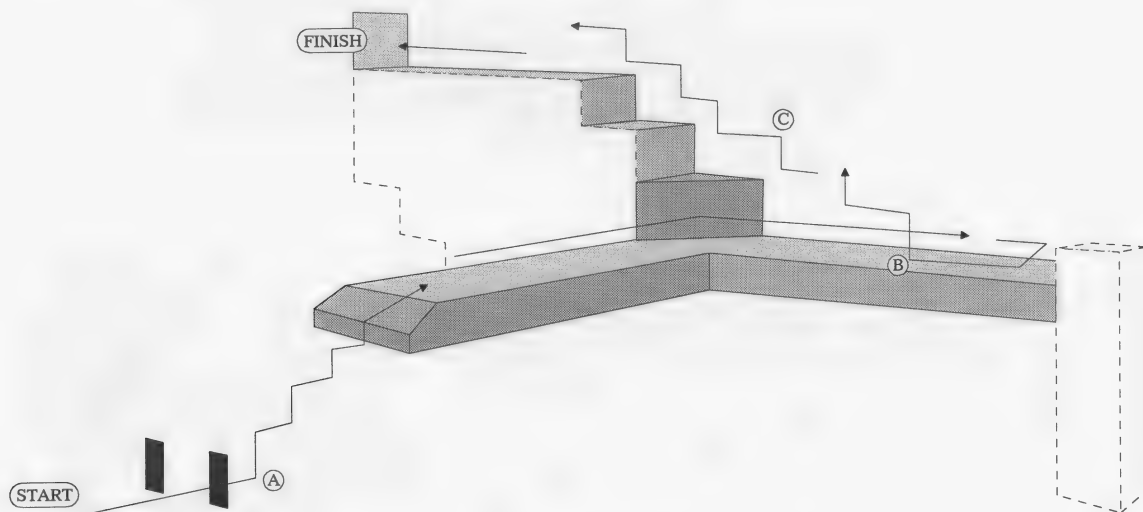
30 LEMMINGS

20 TO BE SAVED

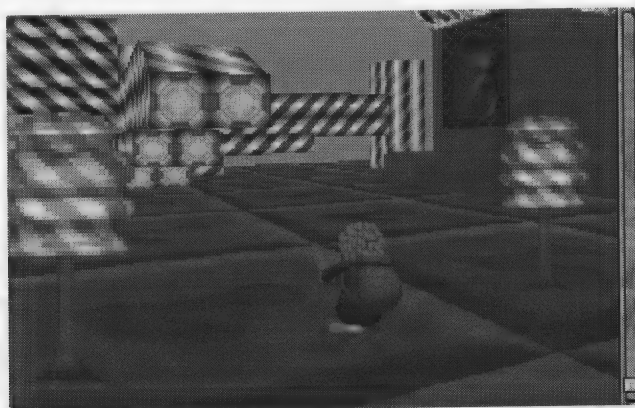
RELEASE RATE 30

TIME 5:00

This level demonstrates the use of **BUILDERS** in *3D Lemmings*. When you make a Lemming a **BUILDER**, he will gain a small pack on his back and begin building a bridge diagonally into the sky. After 6 segments, he'll shrug and turn back into a **WALKER**. In this case, you build to the second level of platforms in this candy bar, then build two bridges to the third platform and the exit.



1. The first Lemming will fall out of the entrance and walk between the two lollipops on the ground. As the Lemming approaches the beginning of the block with the Lollipops, make him a **BUILDER** at A. If you made him build correctly, he will build so that his bridge *just* touches the platform above him.



*The first segment of your **BUILDER**'s bridge should be between the two lollipop markers.*



2. The Lemms will walk down the platform, hit the turner block, and walk to the far end of the platform. When the first Lemming turns around (get in close so you pick the right Lemming!) make him a **BUILDER** at about *B*.
3. This Lemming will build about halfway to the exit, and run out of blocks. Make him a **BUILDER** at *C* one last time and he'll build enough of a bridge to guarantee escape. Of course, some Lemmings will fall off while he's building this bridge, but that's how it goes.

Builder Lemmings will start their bridges either exactly halfway or exactly at the edge of a block. Luckily, you can click anywhere before these two spots to make the Lemms build there.

## LEVEL 4

### IT'S A RUN AROUND

20 LEMMINGS

10 TO BE SAVED

RELEASE RATE 50

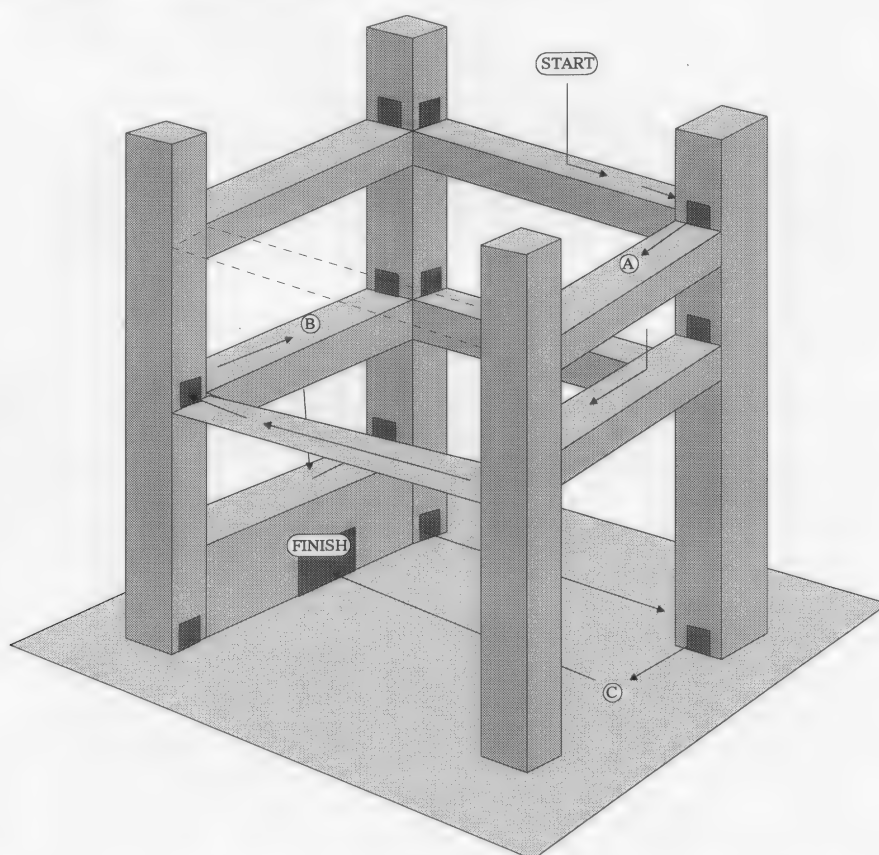
TIME 8:00

## MEDIEVAL

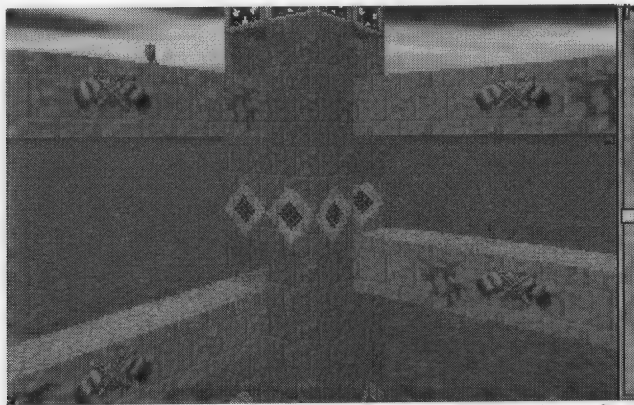
PASSWORD:

DRICKSIE

The Lemmings have to go from the top level of the castle to the bottom and through the woods, but a direct fall will make them blow up. Closer inspection of the towers reveals that one of the platforms on the lower walkway is slightly higher than the others. This is where you should dig to send the Lemmings safely to earth..



1. As the first Lemming falls out of the entrance and turns the corner, make him a **DIGGER** at A. He'll dig and end up on the lower walkway. The rest of the Lemmings that fall through this hole will be stunned, but will survive.



*The difference between a **DIGGER** leading to success or failure depends on if you dig through the right or the left. Personally, I recommend the left.*

2. Switch around to the opposite side and make the first Lemming to reach the platform a **DIGGER** at *B*. This will make a hole leading to the top of the exit doorway. It's not over yet, though. The Lemmings will go into the towers, walk along the ground, and end up opposite to the exit. Make a **TURNER** at *C* and send the Lemmings home through the woods.

# LEVEL 5

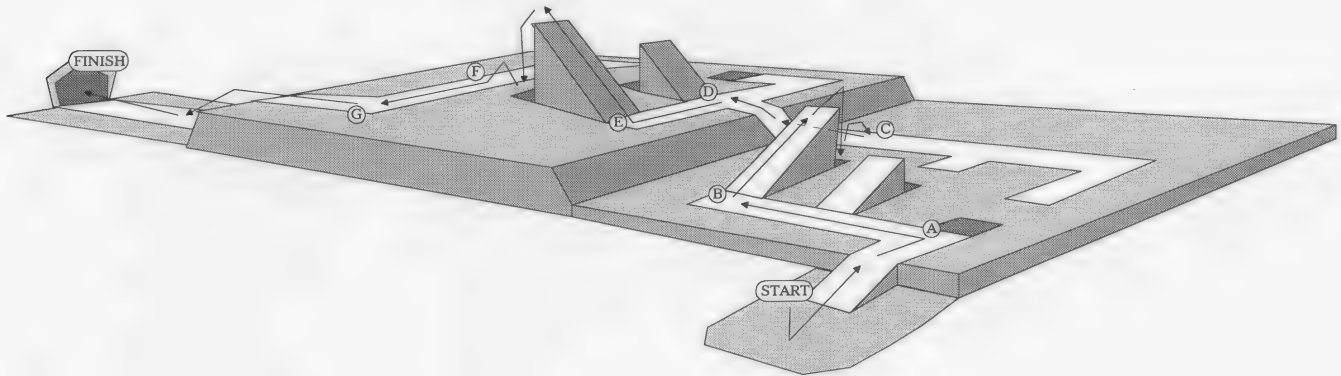
## BOUNCE BOUNCE

30 LEMMINGS  
20 TO BE SAVED  
RELEASE RATE 50  
TIME 5:00

### CIRCUS

PASSWORD:  
KURTOSIS

The first of the Circus Levels requires some trial-and-error exploration to find out how the Lemmings respond to the **TRAMPOLINES** under the ramps. The trick here is to make the Lemms bounce the proper distance to clear the mud. In this case, the tallest of each of the ramps will do the job. Simply guide the Lemmings with **TURNERS** up the tallest ramps, and you're golden.



1. Before the first lemming gets to the trampoline, make him a **TURNER** at *A*. This will guide the lemmings to the end of the first straightway.
2. Make the second lemming a **TURNER** at *B*. This will aim the lemmings up the last ramp, the only ramp that will bounce them far enough to make it.
3. The third lemming will bounce off the trampoline and land on the small straightway. Make him a **TURNER** at *C* immediately. This will guide the lemmings to the second set of ramps.
4. Make the fourth lemming a **TURNER** just before the middle ramp, at *D*, aiming down the walkway toward the tallest ramp. At the end of that walkway, make the next lemming a **TURNER** at *E* as well, aimed up the tallest ramp.
5. The next lemming will bounce off the trampoline and land on the last walkway around *F*. Make him a **TURNER** almost immediately, as in step 3.
6. Finally, put a **TURNER** at *G*. The lemmings will now go to safety under the Big Top.

# LEVEL 6

## IT'S A BLAST

40 LEMMINGS

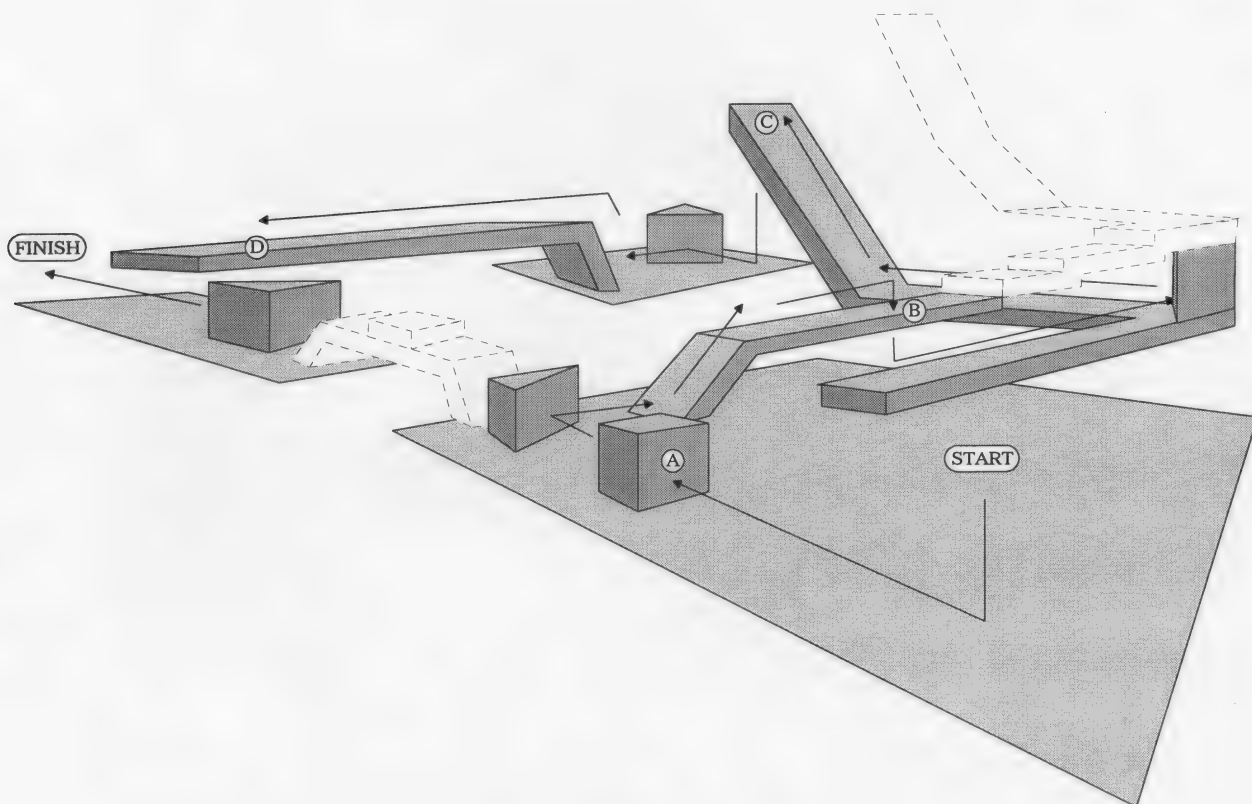
20 TO BE SAVED

RELEASE RATE 30

TIME 5:00

**FOREST***PASSWORD:***GREGATIM**

It's not just a blast; it's *FOUR* blasts. Four well-timed blasts should get you through this level just fine. The timing may take a few tries to nail down, but that's what the automatic replay is for.



1. The first hapless Lemming to come out of the entrance should be made a **BOMBER** such that he'll explode when he reaches *A*, removing that block. The Lemming should be clicked on when he's roughly a square or two back from the block.
2. The next hapless Lemming (OK, fine, they're *all* hapless) will walk up the ramp and start heading towards *B*. Once again, if you time the **BOMBER** correctly, you'll make a hole to the lower platform.
3. The next Lemming will fall through the hole at *B*, turn, and go up the ramp towards *C*. Unfortunately, this ramp is one segment too tall, and any Lemmings that fall off this ramp will perish. So, make this Lemming into a **BOMBER** so he'll blow up at *C*.
4. Finally, time the next Lemming so that he'll blow up at *D*. This will give the other 36 Lemmings a clear path home.



# LEVEL 7

## CANDYLAND CLIMBER

6 LEMMINGS

4 TO BE SAVED

RELEASE RATE 50

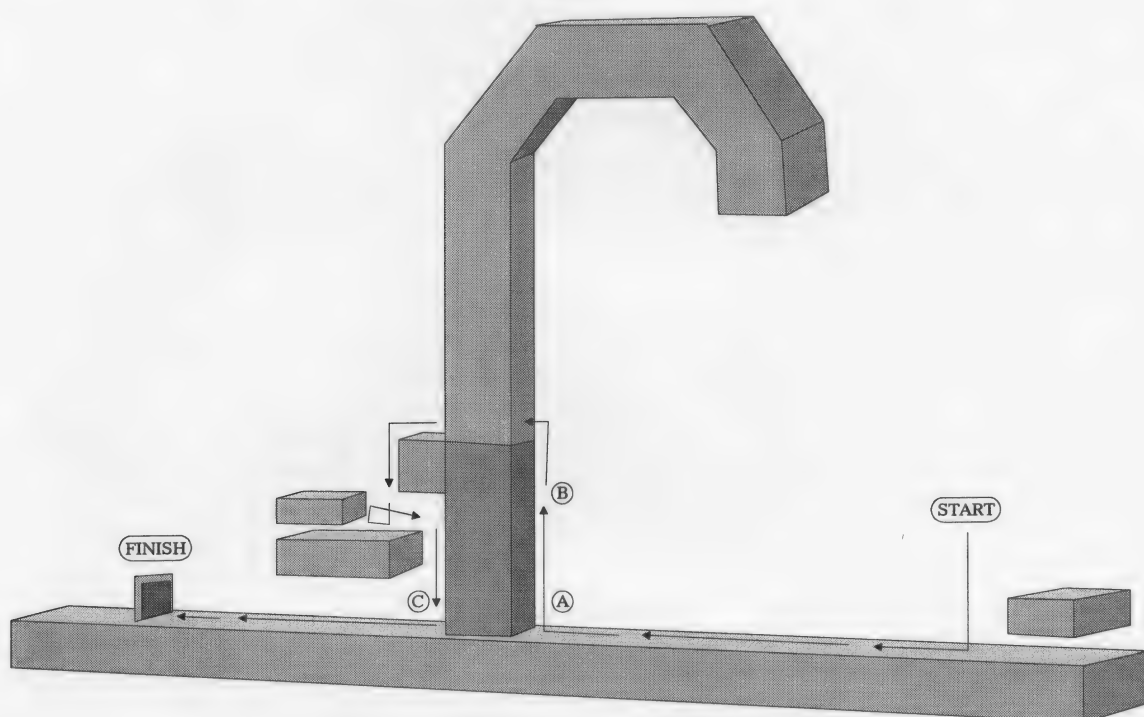
TIME 5:00

**SWEET**

PASSWORD:

**WALLAROO**

The floating half-blocks provide a way to turn **Climber** Lemmings around. The key to solving this level is to use a **Bomber** to get through the stalk of the candy cane, just above the one-way blocks.



1. Make the first Lemming to come out a **CLIMBER**. Make the second Lemming a **CLIMBER** as well.
2. As the first climber Lemming passes point *B*, make him a **BOMBER**. He will explode just after the end of the one-way block, clearing the way for the second Lemming.
3. The lemming will drop, walk into the small floating block, turn around, and drop again. As he gets to point *C*, make him a **BASHER**. This will free the rest of the Lemmings.

This level has been designed to give a lot of breathing room.

# LEVEL 8

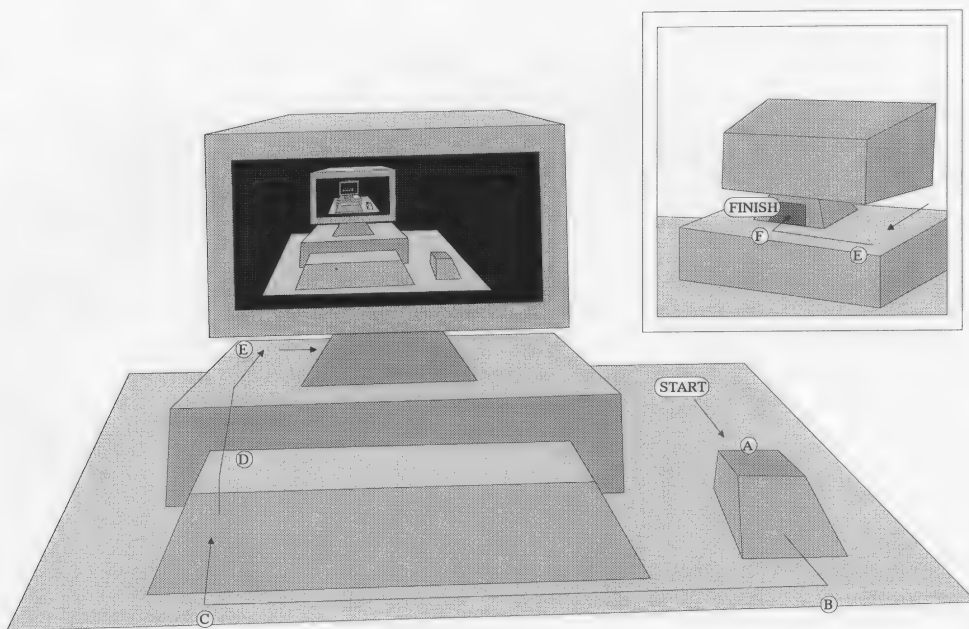
## LEMMINGS INSIDE

40 LEMMINGS  
20 TO BE SAVED  
RELEASE RATE 50  
TIME 5:00

## COMPUTER

PASSWORD:  
AVENTAIL

The Lemmings are out on a computer desktop and have to go back "Inside" the Clockwork computer. This is simple enough; just a matter of the right turns and bashing. Just make sure you're not dazzled by the image on the screen!



1. Make the first Lemming to reach the computer "mouse" to the right into a **BASHER** at *A*.
2. Make two **TURNERS** at *B* and *C* to guide the Lemmings down the desktop and up the keyboard.
3. At the edge of the keyboard, around *D*, start a **BUILDER** Lemming across the gap from the Keyboard to CPU.
4. The Lemmings will walk along the side of the Computer. Make **TURNER** Lemmings at *E* and *F*.

You've got Lemmings Inside!

## LEVEL 9

# A SHORT CUT THROUGH THE FOREST

80 LEMMINGS

40 TO BE SAVED

RELEASE RATE 50

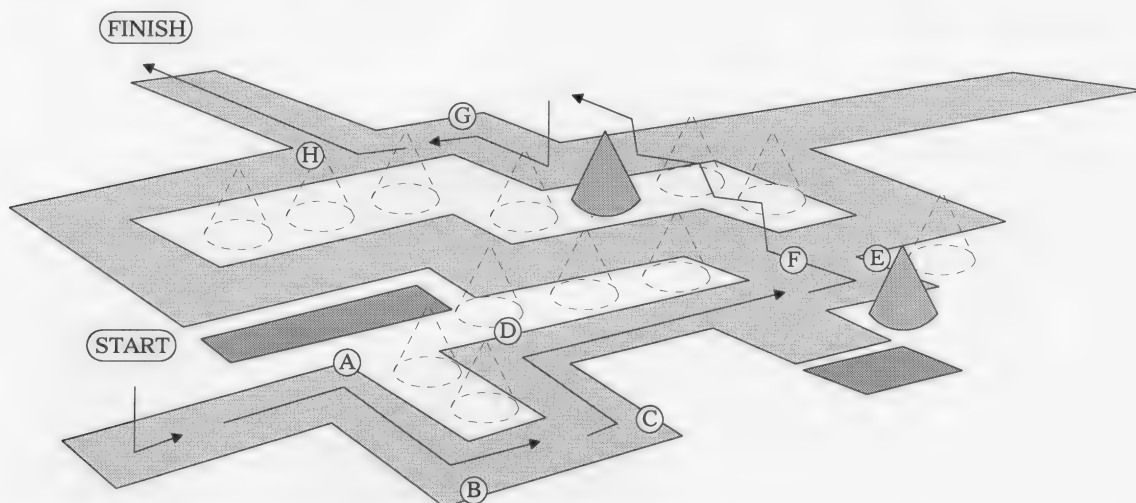
TIME 10:00

## FOREST

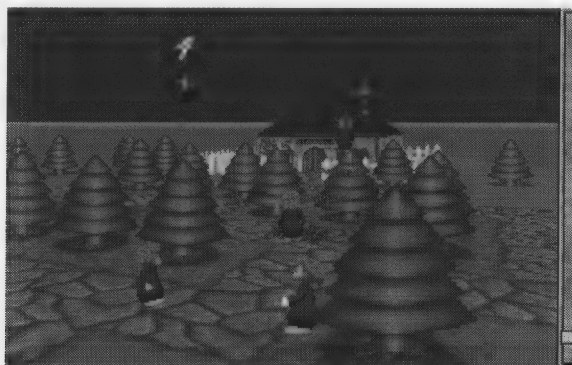
PASSWORD:

GAZOGENE

You're given 10 turners, but there's at least 11 turns through any path in this "forest". You need to take a short cut, in this case over one of the trees with a builder.



1. When the first Lemming to come out reaches the corner, make him a **TURNER** at A to send the Lemmings after him down the path.
2. Make more **TURNERS** at B, C, D, and E, in each case, aiming the Lemmings down the path.
3. As soon as the next Lemming is turned at E, immediately make him a **BUILDER** to build over the tree. Only the first or second grid square after the turner will work; any further along and he'll knock into the tree. The advantage of building here is that the two trees (shown solid above) will bounce the other Lemmings back and forth until the stairs are complete.



*Up and over the trees, using a well-placed **BUILDER**.*

4. Make the first Lemming to clear the Tree into a **TURNER** at G, and then the next Lemming a **TURNER** at H, sending the Lemmings out of the Forest.

# LEVEL 10

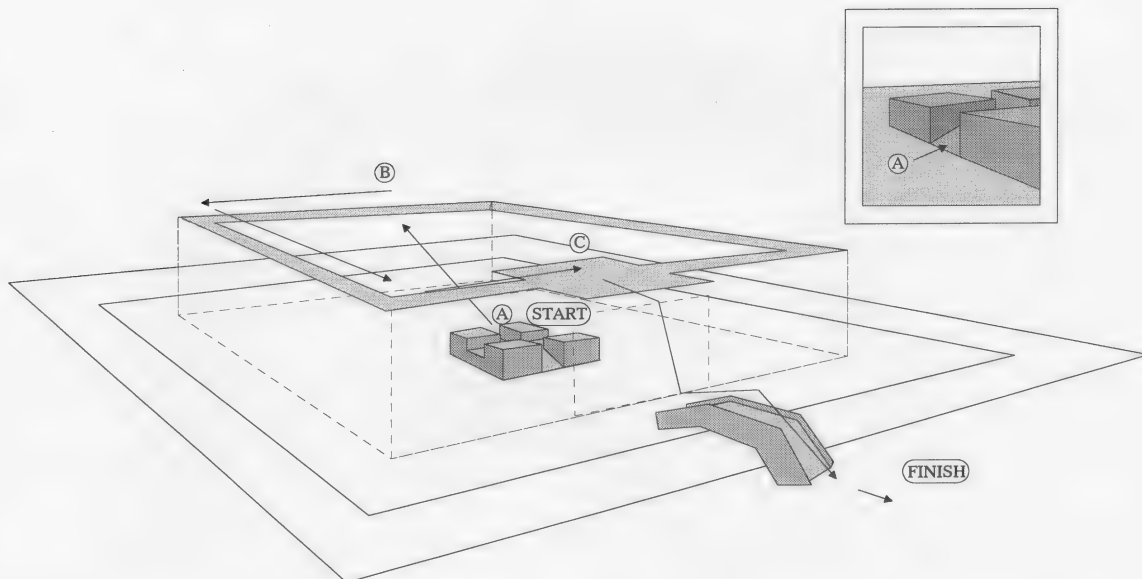
## CASTLE LEMMALOT

20 LEMMINGS  
10 TO BE SAVED  
RELEASE RATE 1  
TIME 10:00

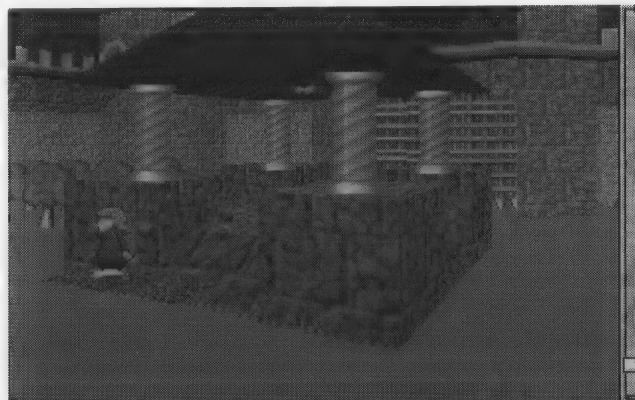
## MEDIEVAL

PASSWORD:  
JINGBANG

On first glance, the way out would appear to be over the front gate and over the moat. It isn't. The top of the castle, with the walkways going along the top of the wall will lead the Lemmings in the right direction. The crucial timing comes in building a double bridge to the wall.



1. Turn the first Lemming out of the door into a **BUILDER** as soon as he is at the bottom of the ramp in the Gazebo, at A. This will make him place the first block right above the ground.



*If you make the first Lemming a **BUILDER** as he comes down the ramp, he'll span the distance perfectly.*



2. When the Lemming shows a ?, make him a **BUILDER** again. He will build all the way up to above the wall, then stop and drop onto the walkway.
3. Make the Lemming into a **TURNER** at B. In the diagram, he turns to the left, but in fact either way will work. Diagonal blocks inside the towers will turn the Lemmings towards the front of Castle Lemmalot and then directly over the gate.
4. When the Lemming is directly in line with the exit (turn the camera so that you face down the front of the castle) make him a **TURNER** at C. Have him turn the other Lemmings OUT towards the Exit. Increase the release rate.

# LEVEL 11

## IT'S A CLASSIC

80 LEMMINGS

60 TO BE SAVED

RELEASE RATE 50

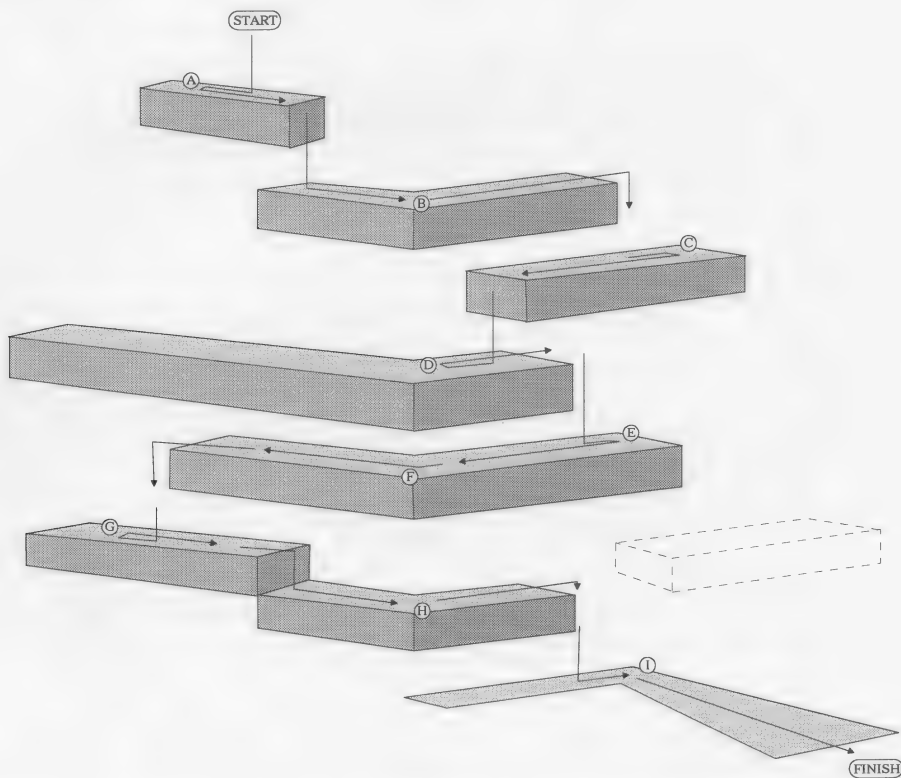
TIME 7:00

**CIRCUS**

PASSWORD:

DIALLAGE

If you keep your head about you, this level flies by without any trouble at all. The Lemmings come out of the entrance the wrong way, and have a pleasant tendency to want to hop off the wrong end of these platforms. Then again, we've learned to expect this behavior from these guys. Also, there's no **TURNER BLOCKS** at the corners of the L-shaped pieces, so you'll want to BYOT (Bring Your Own **TURNERS**).



1. Make the first Lemming to come out a **BLOCKER** at *A*, so that he turns the others around.
2. At the corner of the green checkerboard level, put a **TURNER** at *B* to turn Lemms to the left.
3. Make Lemmings into **BLOCKERS** at *C*, then down a level at *D*, then down *another* level at *E*.
4. Make the first Lemming to reach *F* on the blue-and-orange checkerboard level into a **TURNER** so he sends the Lemmings towards *G*. This is a good place to **INCREASE RELEASE RATE** to 99.
5. Put one last **BLOCKER** at *G* and send the Lemmings to the Big Top by putting **TURNERS** at *H* and *I*.

# LEVEL 12

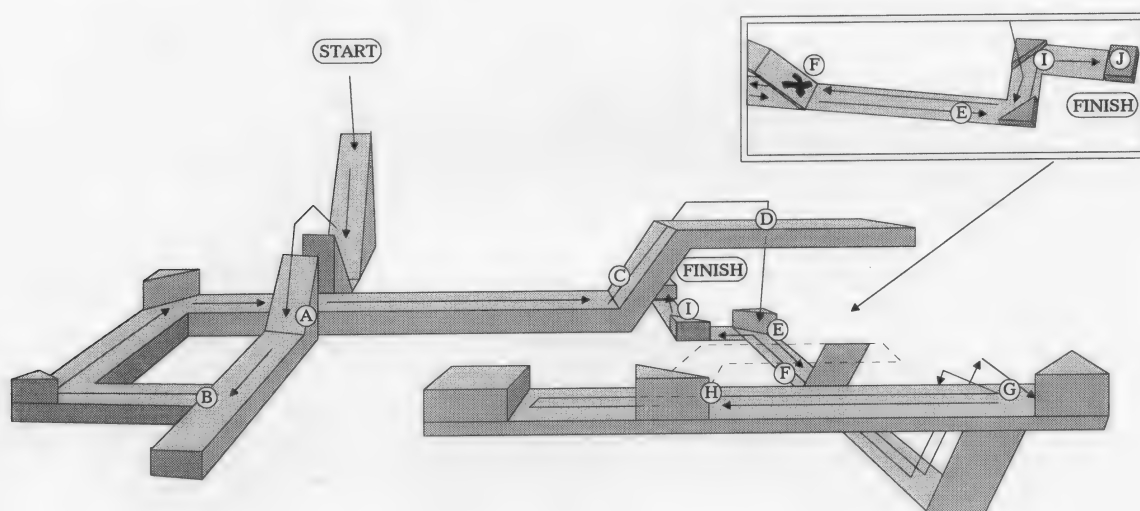
## ALPINE ASSAULT COURSE

80 LEMMINGS  
65 TO BE SAVED  
RELEASE RATE 50  
TIME 4:30

### WINTER

PASSWORD:  
*BUNODONT*

Most of this course is composed of ice, so your Lemmings will be sliding every which way. The **PAWS** button is your friend on this level. Another crucial factor is the timing of **BOMBERS** to explode over the large red X's. One last problem: There's *TWO* exits, one of which has a nasty surprise....



1. The Lemmings will come out of the entrance, slide, and do a jump. Make the first Lemming a **BOMBER** at A, the second half of the ramp. He'll explode right over the X. Under the ice is a small patch of grass. Make the next Lemming a **TURNER** at B, to guide the Lemmings down the ice.
2. Make the first Lemming to get to C a **BOMBER**. He'll explode on the red X at D. The next Lemming will drop down and slide to E, where you make the first one to show a **BOMBER** as well. He'll explode at F. Make the *next* Lemming a **BOMBER** at G (whew!) and he'll blow up the block at H.
3. The Exit here is a TRAP! Don't bomb the block in front of it! Instead, let the Lemmings slide into it, turn around, and slide down the ramp past points G, F, and E.
4. Finally, make the first Lemming to arrive at point I a **BOMBER**. He'll blow up the block in front of the real exit at J.

That was quite a course!

# LEVEL 13

## TOWER OF STONE

40 LEMMINGS

20 TO BE SAVED

RELEASE RATE 10

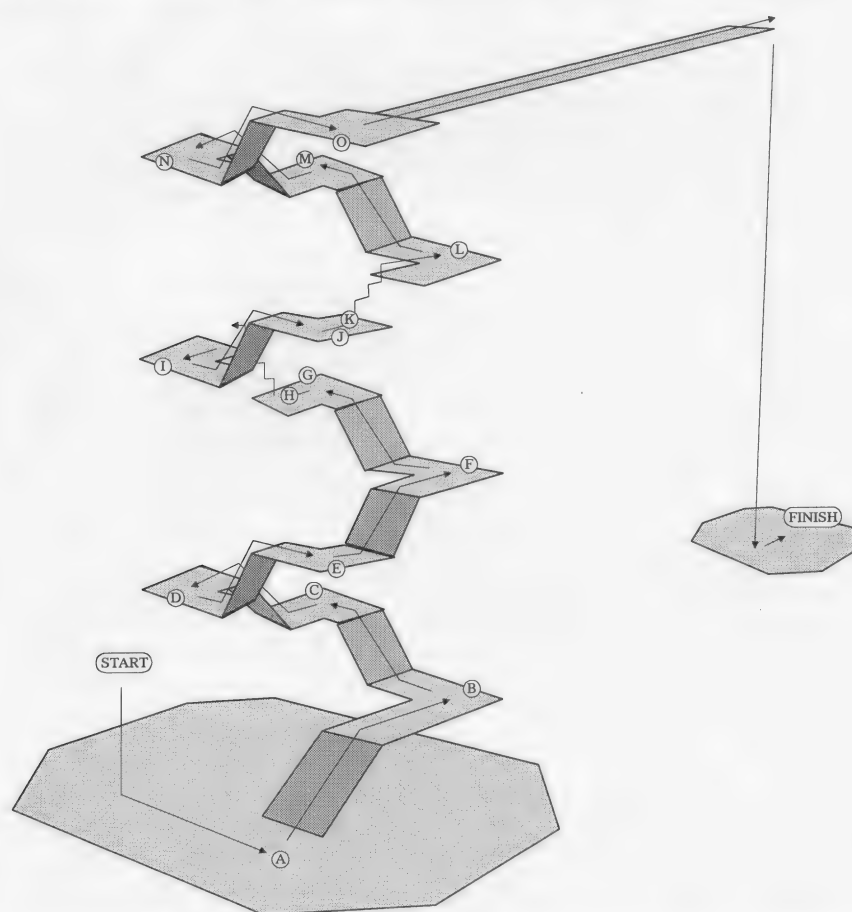
TIME 7:35

**MEDIEVAL**

PASSWORD:

NAINSOOK

This level is structurally similar to *Take a Dive* in that you have to send a ton of Lemmings up a spiral ramp and off a long plank, except there's a few important differences: First, there's no turner blocks to guide the Lemmings up... and the fall is just a *little* too great for these guys, ensuring certain death. And there *is* the matter of those two gaps in the spiral ramp.



1. Make the first Lemm to come out into a **TURNER** at A such that he guides later Lemmings up the ramp.
2. Put **TURNERS** at the corners of the ramp (B, C, D, E, F, and G) to guide the Lemming Crusade up to the top of the Stone Tower.
3. Whoops! A gap in the ramp! Make the 8th Lemming (the next one available) into a **BUILDER**. You shouldn't wait until he's at the edge of the gap; put him around H, right after he turns in the right direction. Otherwise, he might overbuild and cause a lot of unwanted plummeting.

4. If you can get the timing right, make the **BUILDER** into a **TURNER** at *I*, so that he hits solid stone again. Otherwise, use the Lemming coming after him. Place another **TURNER** at the next corner of the ramp, *J*. This is a great place to **INCREASE RELEASE RATE** to about 80.
5. Just like in step 3, use a **BUILDER** to get over the second gap in the ramp, starting at about *K*. Make him or the one after him into a **TURNER** at the corner, *L*. Make the next three Lemmings into **TURNERS** at *M*, *N*, and *O* to send Lemmings up the ramp and through the little tunnel at the top.
6. You only need 20 Lemmings to survive the fall off this plank to finish the level. The way you do this is to make them **FLOATERS**. As any Lemmings come on the Plank, make them **FLOATERS** so they'll fall safely to the exit. There's many, many other Lemmings that will come all the way up and get a nasty surprise at the end. Maybe this level should have been named "Heart of Stone"..... Nahhhh.



# LEVEL 14

## SLIPPERY MAZE

80 LEMMINGS

65 TO BE SAVED

RELEASE RATE 50

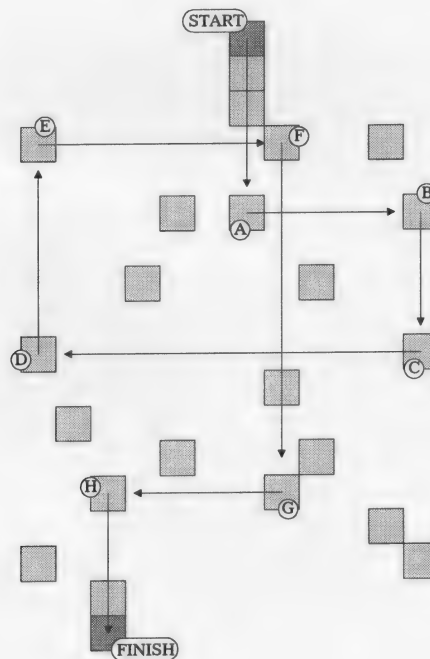
TIME 4:30

## FOREST

PASSWORD:

YAKIMONA

That's a whole lot of ice. That's a whole mess of grass patches. This is a whole lot of a puzzler. Luckily, most of the choices are clear, once you get a nice top-down look at the "maze". An interesting property of the Lemmings is that you can't make a **TURNER** out of a Lemming that's sliding over the ice. So, you'll have to be quick on your camera to be at the right place at the right time.



1. The first Lemming drops out, walks along a set of three grass patches, then starts sliding. At the next grass patch he starts walking on, *A*, make him into a **TURNER** to his left. His left is the side opposite the snowman. You can't make a Lemming into a **TURNER** while he's sliding, so you'll want to zoom right in there and click on him as soon as he begins walking again.
2. The next Lemming should be made into a **TURNER** to the right at *B*. Then, a **TURNER** at *C* will send the Lemmings across the maze to the other side.
3. At *D*, place a **TURNER** aiming to his right, and another **TURNER** at *E*. This will send the stream of Lemmings right by the entrance.
4. At the patch of grass just beyond the entrance, put a **TURNER** at *F* so that the stream of Lemmings is flowing in the same direction as they initially came out of the entrance. The next step is important: *Ignore the next patch of grass!*

Instead, let them walk over this patch and go to the *next* one. Put a **TURNER** at *G* sending the Lemmings to their right.

5. Finally, the Lemmings will reach the last patch of grass before the exit. Put a **TURNER** at *H* and send the Lemmings into the Log Cabin and home.

This level just begs for you to use the **VIRTUAL LEMMING** option. Try it out. For an extra challenge, do the whole level this way.

# LEVEL 15

## THE M-A-Z-E

40 LEMMINGS

30 TO BE SAVED

RELEASE RATE 50

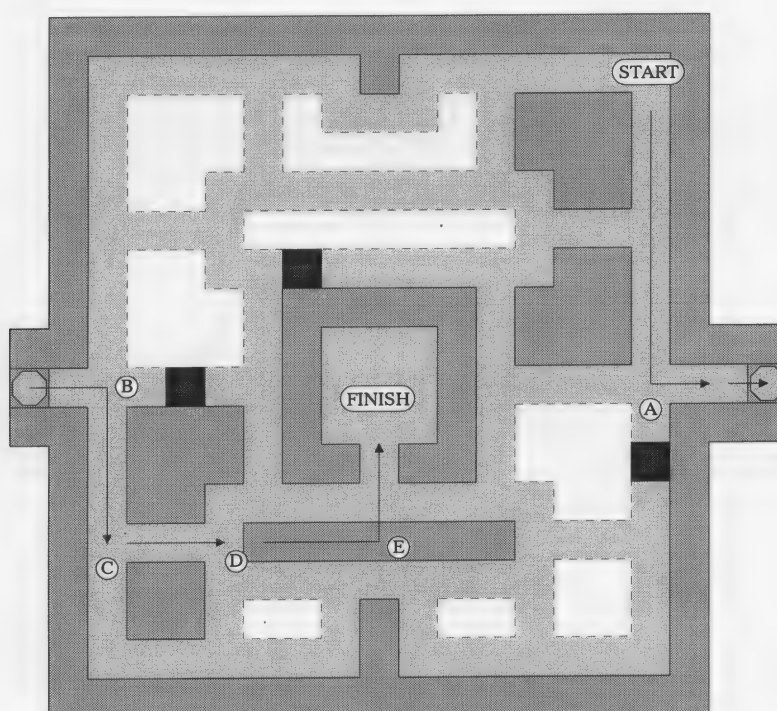
TIME 5:00

## FOREST

PASSWORD:

FUMITORY

Here, you're trying to move the Lemmings into the little house in the center of the maze. Making life harder for you are lots of **MUD** patches getting in the way, and you with no builders. Making life easier for you are the teleporters on either side of the maze, making it a simple task to wind your way home.



1. Let the first Lemming walk halfway down the maze, then make him a **TURNER** at *A* to send the Lemmings into the **TELEPORTER**. Because teleporters can only transport one Lemming at a time, you cannot increase the **RELEASE RATE** of this level.
2. The Lemmings will be transported across the maze to the opposite side. Switch to **CAMERA 3** to be right where the action is. The first Lemming to reach the junction after coming out of the teleporter should become a **TURNER** at *B*, aiming the Lemmings to the right. Ignore the red arrow in the wall telling you to go the other way; someone's just being mean.
3. At the next junction, put a **TURNER** Lemm at *C* aimed to the right, sending the Lemmings towards a long stone wall. Don't fear for them! This is what **BASHERS** were made for.
4. At *D*, turn a Lemming into a **BASHER** so he begins bashing through the stone wall. Let him bash until he's lined up with the door leading to the exit. As he starts to bash the block *just after* the entrance (about *E*), make him a **TURNER** to the left and watch the Lemmings escape the maze.

# LEVEL 16

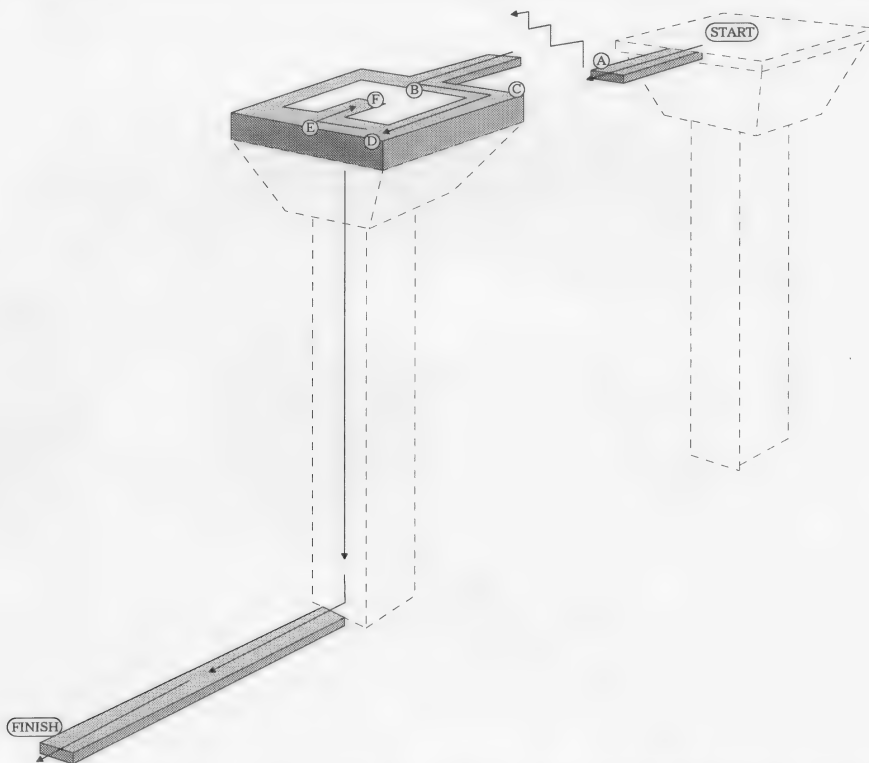
## DOWN THE MIDDLE WE GO!

80 LEMMINGS  
50 TO BE SAVED  
RELEASE RATE 20  
TIME 5:30

# MEDIEVAL

PASSWORD:  
CINGULUM

The only way for all the Lemmings to fall safely to the exit is by digging a tunnel straight down the second tower. To do this successfully requires a well-timed release rate, a few turners, and faith that your Lemming can dig without you watching.



1. As the first of the Lemmings reaches the end of the plank at **A**, make him a **BUILDER** just as he reaches the end. This way, he'll start his bridge with the first segment over the edge of the plank. You'll know you did this right because the Lemmings won't start falling to their demise.
2. Make the first Lemmings to reach **B** and **C** into **TURNERS**. This will guide them around the top of the second tower. After you make the turner at **C**, increase **RELEASE RATE** to **99**. This will start a flood of Lemmings coming out of the entrance.
3. Make **TURNER** Lemmings at **D** and **E**, to send the Lemmings inside the second tower. Note the big red X inside the tower near **E**... this is where you'll want to dig. The first Lemming to reach that X should become a **DIGGER**.
4. If you've timed things right, you'll watch the Lemming digging through the windows down the second tower, the oncoming flood of Lemmings will pour down the hole the digger is making, and the Lemmings will end up out of the bottom of the tower heading for the exit! If not, well, you won't.

# LEVEL 17

## HOLE IN 10

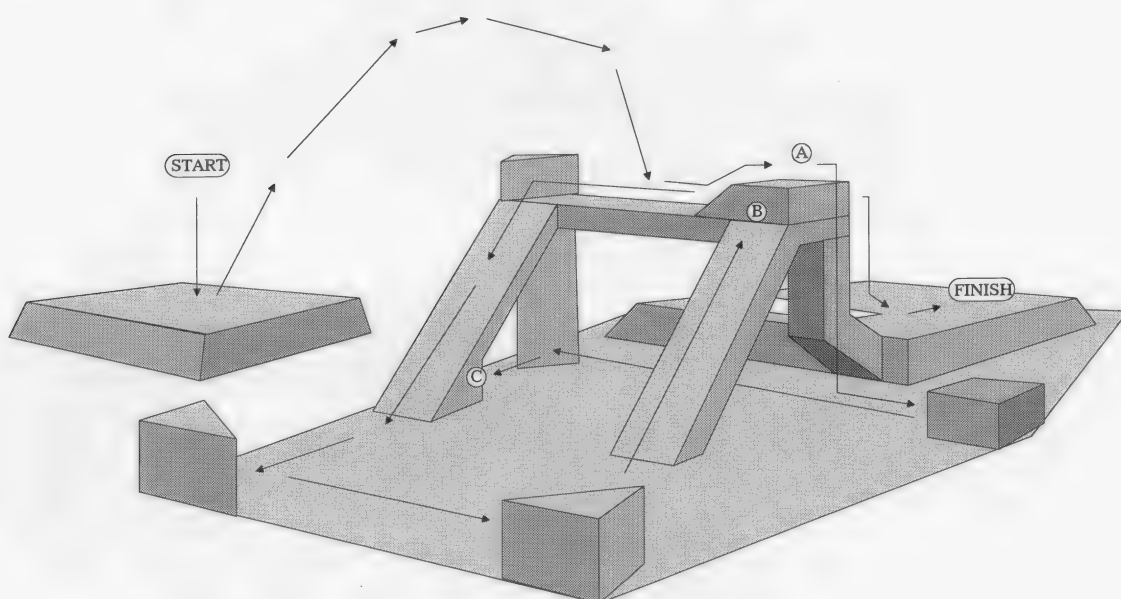
10 LEMMINGS  
10 TO BE SAVED  
RELEASE RATE 40  
TIME 5:00

# GOLF

PASSWORD:

BESLAVER

No room for error here! You have 10 Lemmings and have to get all 10 into the exit. But you have to use a **BLOCKER**! Luckily, digging out the ground underneath a Blocker makes them into a Walker again. Better make sure the drop isn't too much, either.



1. Most of the work is done for you in this level. The Lemmings will come out of the entrance and be sprung to the rest of the golf course. Switch to **CAMERA 2** to stay ahead of them. *Remember to not increase the release rate!* You're now looking at the landing target, a patch of Ice, and a small ramp. Make the first Lemming to land and walk up the ramp into a **BLOCKER** at A. After doing this, make him a **FLOATER** as well; he'll thank you later.
2. The other 9 Lemmings will land, hit the Blocker, reverse direction, and go the long way around. You don't have to move your camera at all. All 9 will land and be well on their way before the second of the Lemmings approaches point B. Make him into a **BASHER** to clear the way and free the Blocker.
3. The 9 Lemmings will walk happily over to the exit. Move the camera down to C, as the Blocker will float down, bounce against the block, and head right to that point. Make him into a **BASHER**, and your work is done!

A hole in ten!



# LEVEL 18

## CORKSCREW DIGGER

80 LEMMINGS

50 TO BE SAVED

RELEASE RATE 1

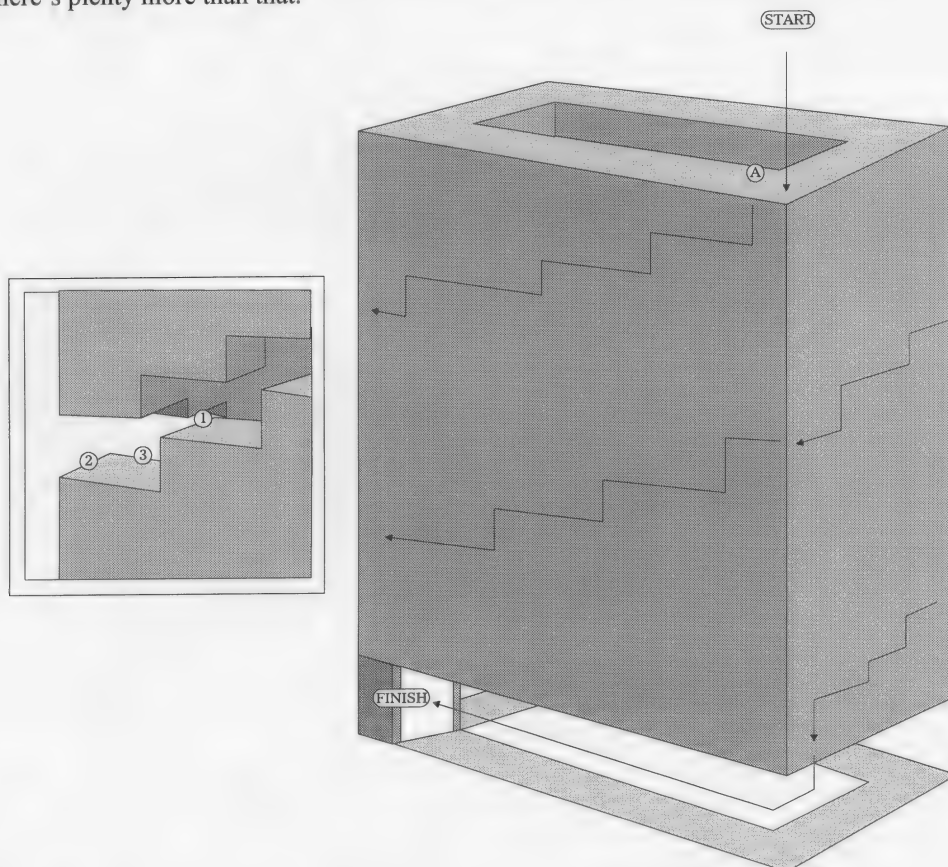
TIME 10:00

**ARMY**

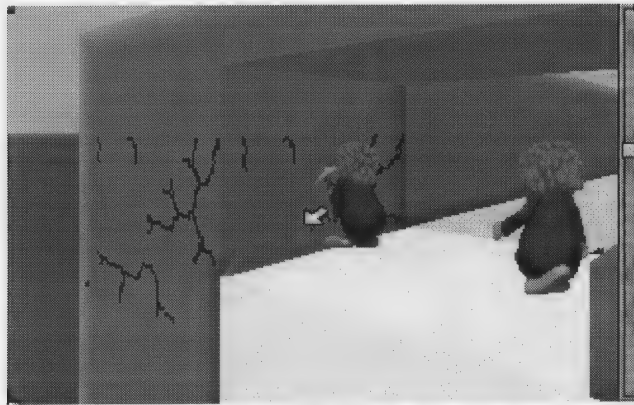
PASSWORD:

ANABLEPS

This level is very straightforward; bet you knew just what you had to do the minute you saw it! The title says it all: mine down, turn, repeat. The release rate is 1, and there's a lot of margin for error. You can pull this level off with just 8 miners and turners, but there's plenty more than that.



1. Make the first lemming into a **MINER** at A. He'll begin mining diagonally down the side of the poster. The Lemming that follows him will knock into the wall, turn around, and fall off the edge. You can solve the level without paying attention to the Lemmings that will constantly perish over the sides.



*You'll note the small arrow next to this **MINER**. Since you can click the **TURNER** skill on a miner while he's still mining, it becomes that much easier to make him a **TURNER** in the split second after he finishes.*

2. At each corner, do the following: 1. Click the **MINER** after selecting **TURNER** so the arrow will appear, but don't click the second time to make them stay in place until they've cleared the last block. 2. The Miner will walk to the edge of the brick and become a **TURNER**. 3. There will be a Lemming following RIGHT behind; make him a **MINER** as soon as he turns towards the next wall. Repeat all the way to the bottom, then use **TURNERS** to guide the Lemmings into the exit.

For an extra challenge, try using **TURNERS** to save as many Lemmings as possible.

**LEVEL 19****ATTACK OF THE 50 FOOT LEMMINGS**

80 LEMMINGS

60 TO BE SAVED

RELEASE RATE 50

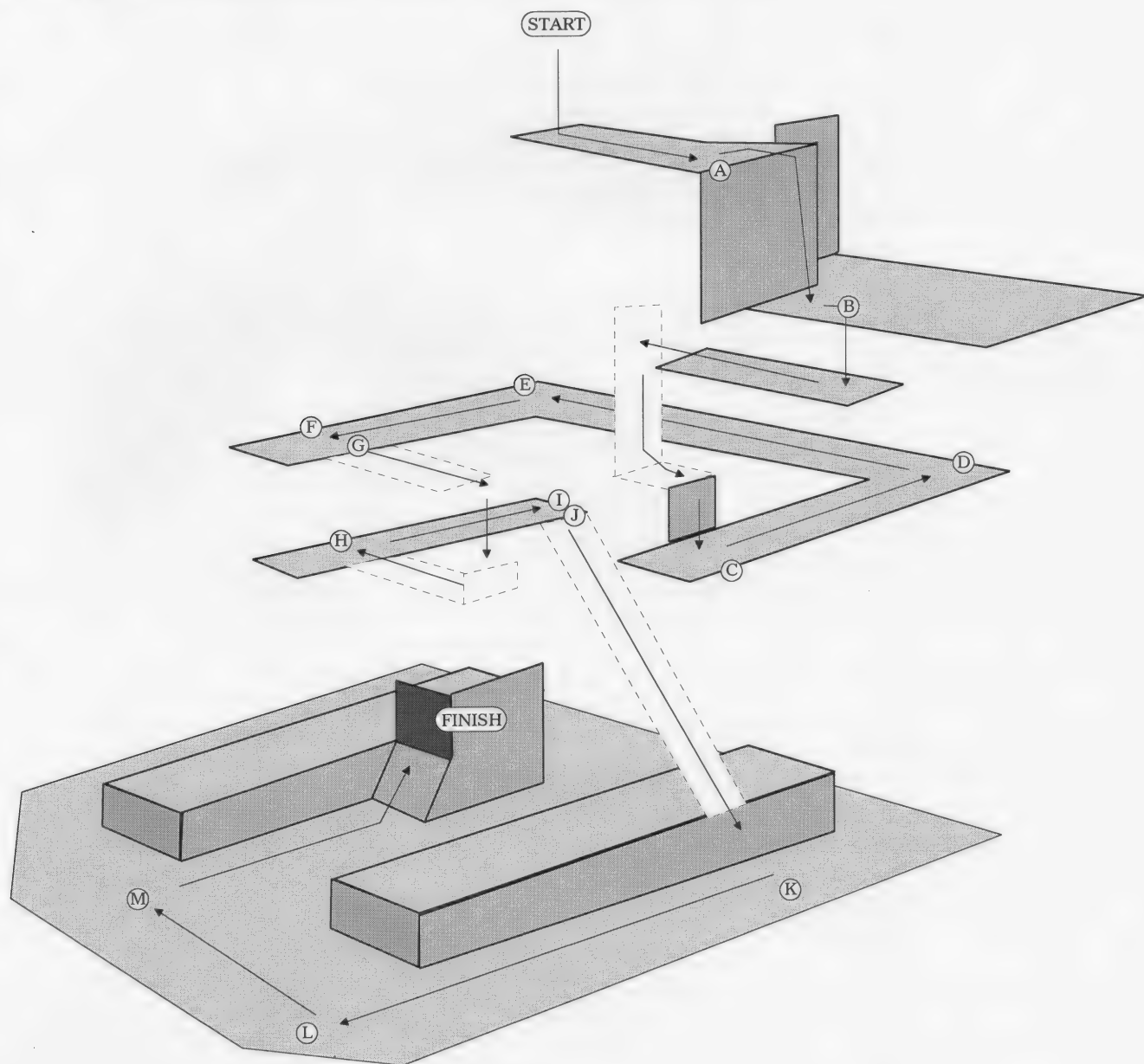
TIME 8:00

**LEMCO**

PASSWORD:

*QUINCUNX*

“Daunting” is the word you’re searching for when you first set eyes upon this level. As it turns out, the really hard matter of figuring out where to **BASH** is solved for you by two well placed “Bash Here” blocks.



1. The level starts out with the camera aimed towards the entrance. When the first Lemming approaches the edge of the green blocks, make him a **TURNER** at *A* and aim him at the **TURNER BLOCK**.
2. The Lemmings will hit the **TURNER BLOCK** and fall down, along the “arm” of the fifty-foot Lemming, stunning themselves in the process. Don’t worry. They’re not dead, they’re only stunned. As soon as a Lemming recovers, make him into a **DIGGER** around *B*. There’s only a half-block here, and they’ll turn around and enter the “shoulder” of the Lemming, exiting out the.. well... the “armpit”. The first Lemming to reach *C* should become a **TURNER** to his left, which means to the right from outside where your camera will be. You’ll know you turned the right way because there will be an edge for the Lemms to walk along and a corner they can take. At the end of this corner, put a **TURNER** at *D*, and then another **TURNER** at *E*, so you now have transversed three sides of the chest of the Lemming.
3. Switch to **CAMERA THREE** and you’ll be head-on with the next set of tasks. You’ll notice two blocks with arrows aiming at their centers. These are the two blocks you’re going to be bashing soon. When the first Lemming reaches the block in front of the Arrow Block, make him a **TURNER** at *F* and aim towards the wall. When the Lemming after him turns towards the block, make him a **BASHER** at *G*. Remember that a **BASHER** *must* be aiming in the right direction for him to bash properly; otherwise you’ll hear a Lemming say “OK” and nothing will happen.



*The four arrows are your small hint that **this** is the block you want to use a **BASHER** on.*

4. The Lemmings will go in, and come out two blocks down. There’s no need to change your camera position. When the Lemmings come out of the opening, make the head Lemm into a **TURNER** and aim the others towards the second Arrow Block, at about *H*. Place another **TURNER** Lemming at *I* and then **BASH** at *J* through the second Arrow Block. Essentially, this step is just one big U-Turn.
5. The Lemmings will go inside the 50-Foot Lemming and disappear. What they’re actually doing is going down a massive ramp that leads to the opposite side. Either **PAWS** and zoom around to the other side, or just go there without **PAWS**ing. Either way, look carefully at the base of the 50-Footer. You’ll see a ramp coming out the side. Move over near this ramp, and wait for the Lemms to appear. You’re down to just **TURNERS** now, so make the first Lemming to hit solid red ground (?) into a **TURNER** towards the back of the 50-Foot Lemming, at about *K*.
6. Finally, place **TURNER** Lemmings at *L* and *M* to send the Lemco Brigade around the back and up the ramp at the bottom of the 50-foot Lemming.

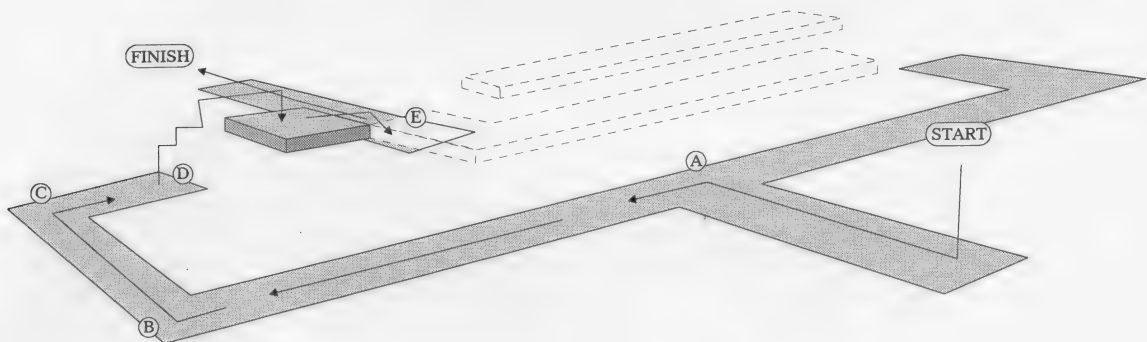
**SPACE****PASSWORD:****TARLATAN**

# LEVEL 20

## ALILEMMS

30 LEMMINGS  
22 TO BE SAVED  
RELEASE RATE 50  
TIME 8:00

One thing you can say for the Space Levels: They certainly are claustrophobic. There's no way to zoom upwards and get an "overview" feeling about the layout, although the map might help you slightly. In this level, the lemmings are trapped inside a space station, but the layout is actually very simple. The most important consideration is the timing of the **BUILDER** Lemming at *D*. The Lemming should be clicked on as he walks across the last block before the lake, and he will reach the platform in time.



1. The Lemmings will drop out of the entrance, and be heading towards a wall. After getting used to the extremely cramped quarters in this space station, make the first lemming into a **TURNER** at *A*, aiming all the lemmings to the left.
2. The SpaceLemmings will walk down a long hallway. At the next corner, set a **TURNER** at *B* aiming the pack down the next corridor.
3. At the last corner of the first walkway, make the Lemming a **TURNER** at *C*, aiming the Lemmings towards the Lake. Now we have a bit of a problem, since the Lemmings won't last in all that space Lava.
4. Make a Lemming a **BUILDER** at *D* as he walks over the last block before the lake. He will begin building right at the edge. If this is done right, the first segment will be *over* the water. Another Lemming will pass him and perish in the Lake, but that's life.



*If this is done right, the bridge that this **BUILDER** creates will span the space mud.*

5. The Lemming will complete building, drop down to the raised platform, then drop down to the last stretch. Make him a **TURNER** at *E* and send the Lemmings to freedom.



*Onward, Lemmings! The gap has been cleared completely.*



# LEVEL 21

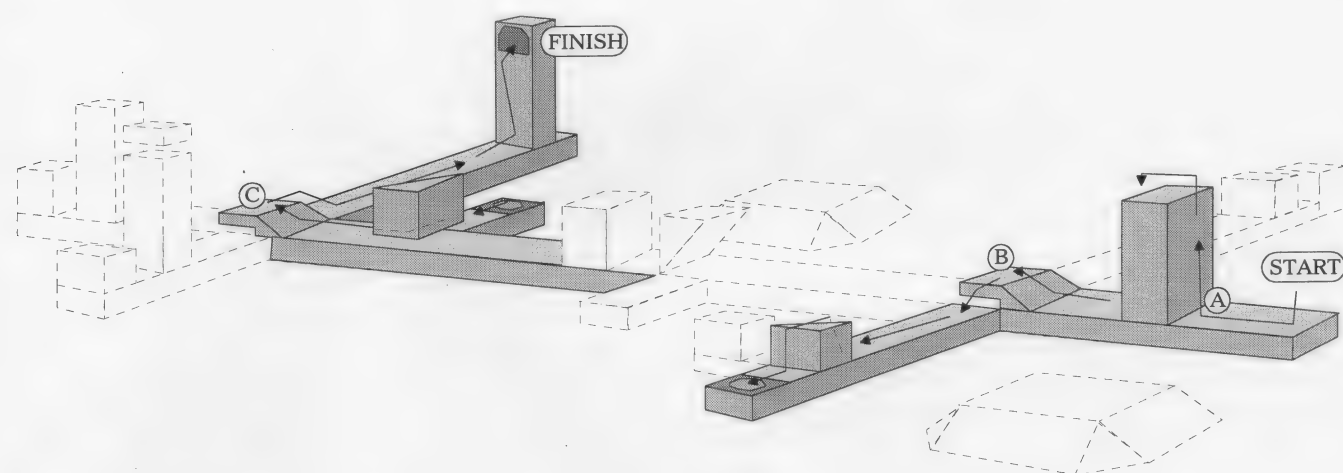
## JELLY CLIMBER

10 LEMMINGS  
6 TO BE SAVED  
RELEASE RATE 50  
TIME 4:00

**SWEET**

PASSWORD:  
KAMACITE

The first of the Tricky levels isn't all that tricky after all; it's mostly just a matter of putting the right **TURNERS** in the right place. The hardest part is keeping track of how many **CLIMBERS** you've made.



1. Position yourself so that you can see both positions *A* and *B* in your camera shot. As each Lemming drops out of the entrance, make them a **CLIMBER**. Do this until a Lemming is approaching *B*. When this Lemming reaches *B*, make him a **TURNER** aiming to his left. You now have enough time to make the remaining Lemmings into **CLIMBERS**.
2. Do not increase the **RELEASE RATE**, because the **TELEPORTERS** won't work fast enough. As Lemmings go into the teleporter, they will end up halfway down the board. Make the first Lemming to reach *C* into a **TURNER** to his right. This will aim the Lemmings towards a towering tent with an exit at the top, which the Lemms will easily climb up and escape from.

This is one of those levels you either get right the first time, or you can't get the timing down for a while and you brood about it for an amazing period of time.

## LEVEL 22

### WHICH EXIT?

40 LEMMINGS

35 TO BE SAVED

RELEASE RATE 50

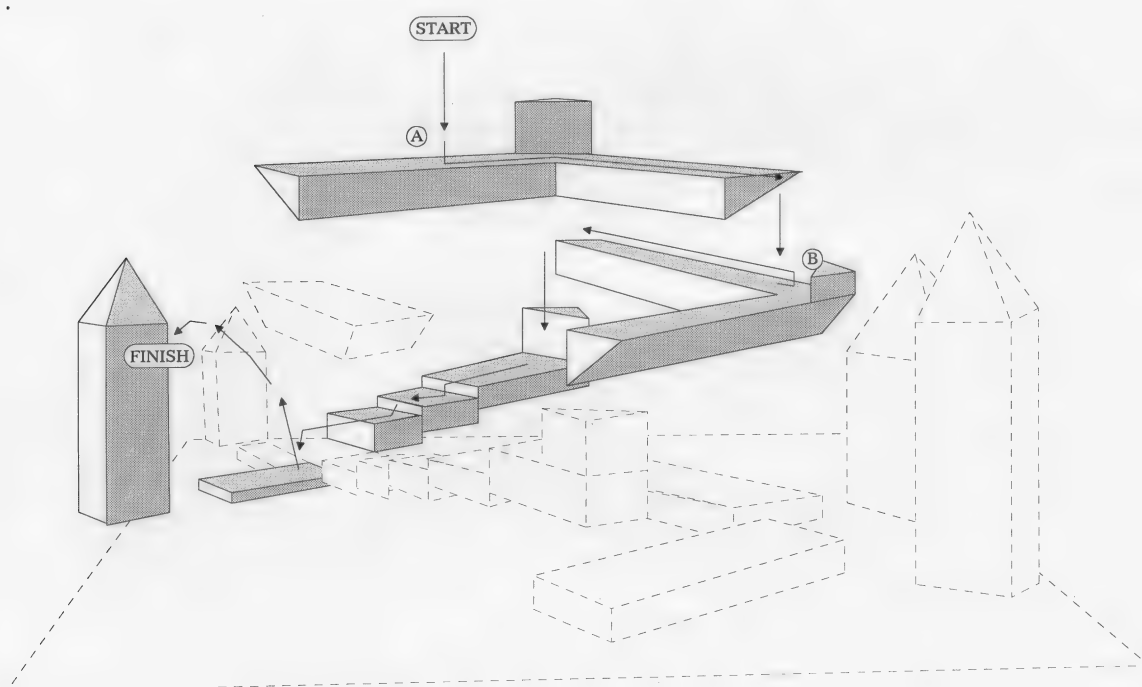
TIME 5:00

**CIRCUS**

PASSWORD:

GUMMOSIS

In this level, there are four possible exits, and multiple ways for the Lemmings to walk. Only one leads to escape. This level shows off the *Trampolines*, which will bounce Lemmings 3 or more blocks into the air! Solving this level involves finding the right combination of blockers to send the Lems to the right tent.



1. When the first Lemming comes out of the doors, he's aimed the wrong way. Make him a **BLOCKER** at A to get the Lems in the right direction.
2. The Lemmings will turn around, walk along the topmost walkway, then drop down a level to the second walkway. Switch to **CAMERA 2**, to get a clear view of this. Make the first Lemming to hit the walkway a **BLOCKER** at B.
3. The Lemmings will turn around at this blocker, then walk safely down to the trampolines and jump into the right tent. You can see this happen by switching to **CAMERA 3**.

# LEVEL 23

## THIS IS THE ARMY

30 LEMMINGS

20 TO BE SAVED

RELEASE RATE 20

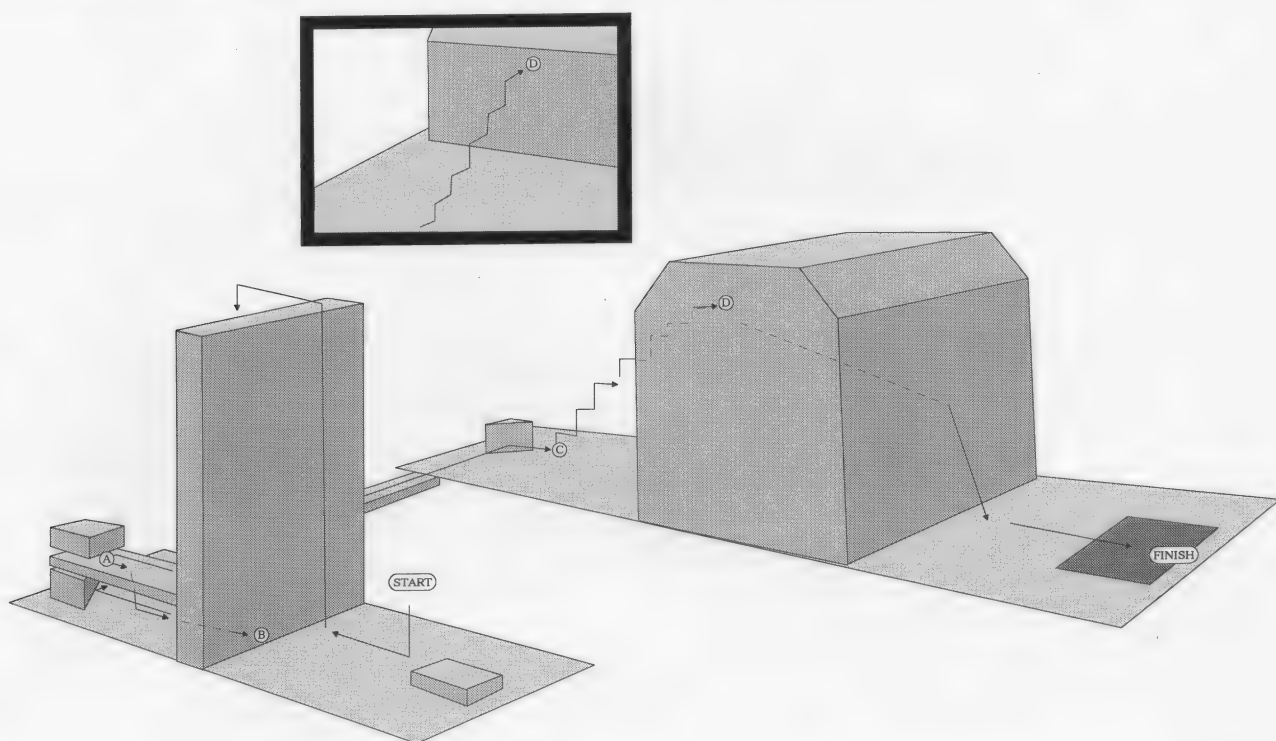
TIME 7:00

# ARMY

PASSWORD:

PRODNOSE

The Army, indeed! The Lemmings can look forward to a real workout, with lots of climbing, building, and hopefully a quick escape without too much of their ranks thinned. Using the right tools at the right time is what makes the grade here, especially the placement of the massive bridge they have to build to get over that last hurdle.



1. To get through the one-way wall, we'll use the Buddy System. Make the first two Lemmings to come out of the entrance into **ATHLETES** (**CLIMBER/FLOATER** combinations), so they climb over the large wall and fall off the top safely.
2. Let the two Lemms drop down, walk along the "logs", bounce off the half block, and turn around. Make the first Lemm into a **BOMBER** at *A* so that he blows up halfway along the logs. His "buddy" will drop down to the ground, and you should make him a **BASHER** at *B* to make a path through the stone wall.
3. Now there'll be a procession of Lemmings heading towards the second set of obstacles. When the first of the Lemmings rounds the corner after crossing the large log bridge, wait until he is at least one **GRID SQUARE** past the corner, at about *C*, and *then* make him into a **BUILDER**. It is important that this bridge be located in the right place, or your bridge will fall short.

4. Make this Lemmtrooper into a **BUILDER** *two* more times, so that he keeps building all the way to the top of the large grass hill. Unfortunately, you only get three builders, so you will be one **GRID SQUARE** short. Good thing you brought a miner along! (It always helps to pack a couple extra on patrol). Make the first Lemming you can get a bead on into a **MINER** at *D*, to mine down through the hill. You'll mine just far enough hill that the Lemmings dropping out the other side will land safely before heading to victory.

# LEVEL 24

## FORE!

**GOLF**

*PASSWORD:*

*NGULTRUM*

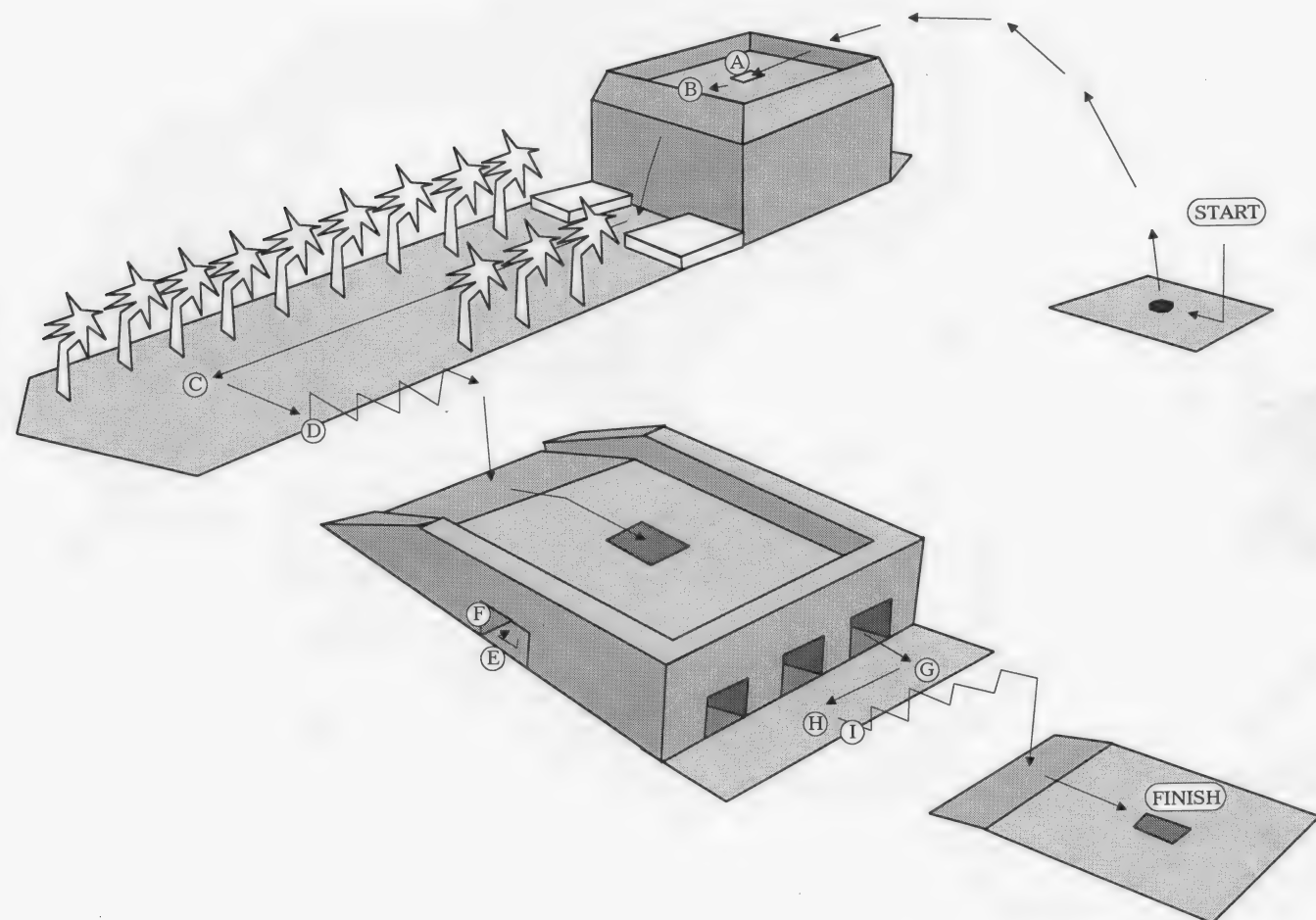
30 LEMMINGS

20 TO BE SAVED

RELEASE RATE 40

TIME 8:00

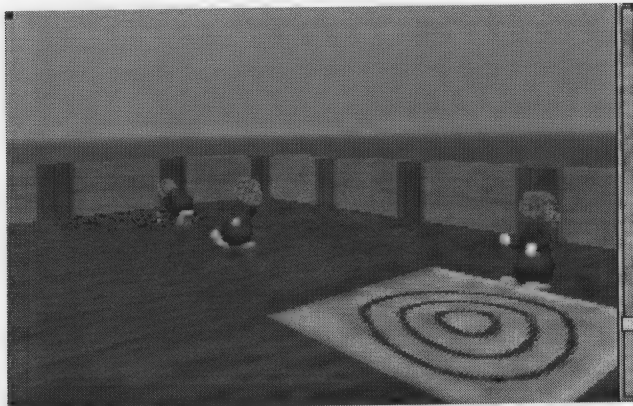
Like many of the Golf levels, this "hole" consists of several separate islands, each with their own set of tasks. By moving between them in the right order, the level should be a snap. Remember that the springboards can only "spring" one Lemming at a time, so you do *not* want to increase **RELEASE RATE** at all here.



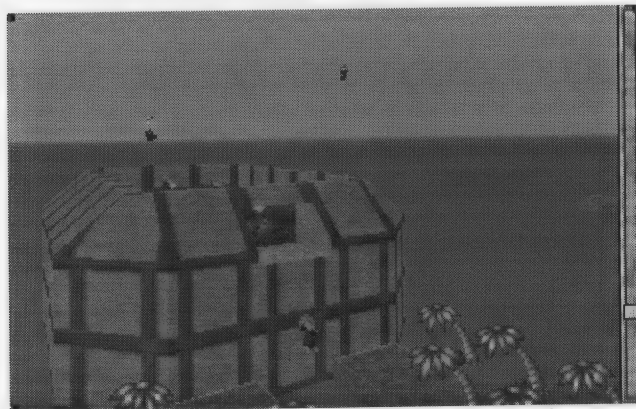
1. The Lemmings will come out, and be sprung towards the second platform. (Fore!!) Switch to **CAMERA 2**. When the first of the golfers lands on the bulls-eye, make him into a **TURNER** aimed towards his left (this will mean an arrow pointed up from Camera 2). This is at point **A**. When the second Lemming lands right afterwards and turns away from you, Make him into a **MINER** at about **B**.



*The first Lemming to land should become a **TURNER**...*



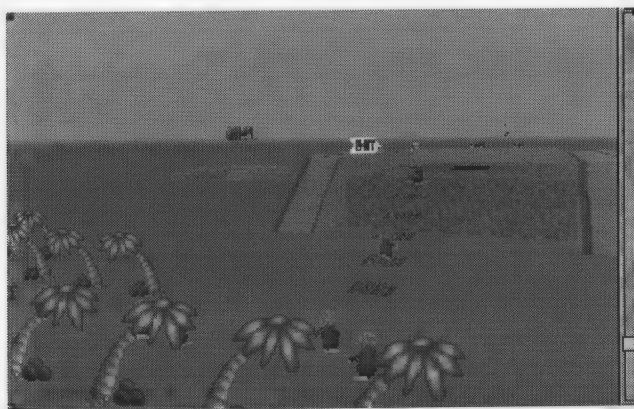
*To turn the Lemmings so that one can become a **MINER**...*



*Setting the Lemmings loose from the first obstacle.*

2. Switch to **CAMERA 3**. You're now looking across some pine trees at the third of the islands, where there's a hole on the top. The Lemmings you just mined a path for will be coming from the Left, and just like a regular golf game, you want to line up so that you're exactly facing the hole. This task is made a little easier for you if you look at the grass near the palm trees and notice the grid of light and dark green patches. One line of light-green grass leads right to the hole. When a Lemming is on this patch at *C*, make him into a **TURNER** aimed towards the hole. Now, get a little closer and make the next walking Lemming into a **BUILDER** at the edge of the water around *D*, so that the first segment of his bridge is over the water. This clears you to the third island. If you're not right on the edge, you'll be hearing some very unhappy Lemmings shortly.





*Over here, you want to place your **TURNER** so that he sends the Lemmings into the hole on the top of the hill. Also, your **BUILDER** has to build right on the edge of the water.*

3. The Lemmings will walk up the small ramp and fall into the hole at the top of the third island. This island has three exits in front leading towards the final island, and one on the side. Move your camera to the side exit. This is where the Lemmings will start to walk out, cutting their lives a bit shorter than they should be. Wait until the first of the Lemmings drops down and comes towards you.
4. What would *really* help you here is a Blocker, but there's none for you to use. So instead, we'll use a couple of Turners to do the trick. Make the first Lemming to reach the little tunnel at *E* into a **TURNER**. It doesn't matter which way you make him turn at this point. When the next Lemming turns and is at *F*, make *him* into a **TURNER** as well, this time aiming him *away* from you. You should now have a small procession of Lemmings coming towards you and then turning around 180 degrees.



*The proper placement of two **TURNERS** will make up for your lack of a **BLOCKER**.*

5. Now switch to **CAMERA 4**. You're looking over the final exit towards the three doorways in the front of the third island. Zoom over to the hole on the *right*. This is where the Lemming procession is going to come out. When a Lemming does, make him a **TURNER** at *G* and the next one into a **TURNER** at *H*, and then place a **BUILDER** at *I*, once again right at the edge so that his bridge will make it over the water. The bridge will take the Lemmings right to the exit hole.

# LEVEL 25

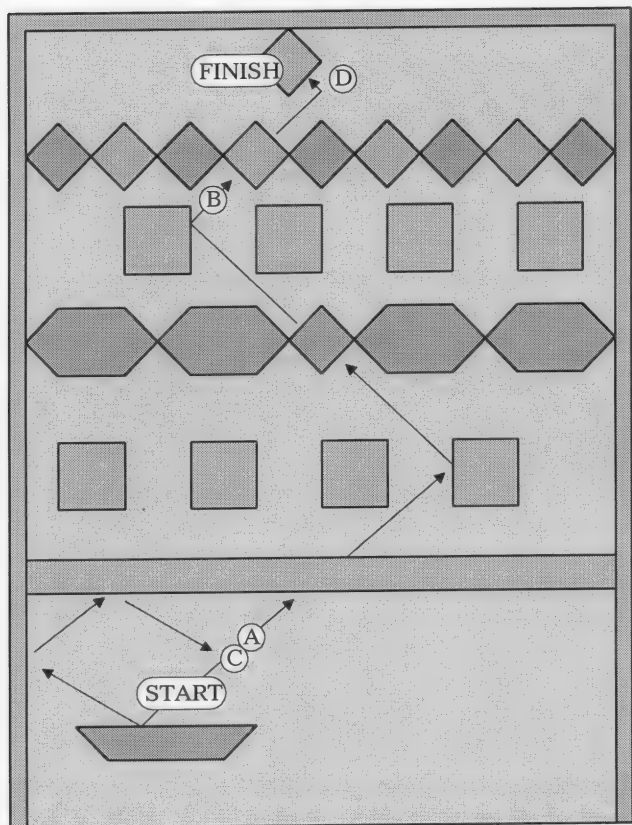
## BREAKOUT

80 LEMMINGS  
50 TO BE SAVED  
RELEASE RATE 80  
TIME 6:00

### COMPUTER

PASSWORD:  
COTTABUS

In this colorful computer level, you want to get the massive amount of Lemmings into the exit at the other end, but lots of bricks and a ill-placed four-way splitter are in your way. This level is so openly designed, it's almost a matter of personal preference how to best solve the level. The solution presented here gives you a good amount of time between steps.



1. Make the first Lemming in the parade into a **BOMBER** so that he blows up the light blue wall at **A**. This clears the way to the four-way splitter. Increase the **RELEASE RATE** to 99.
2. Eventually (and in this case, Eventually means about 30 seconds), a Lemming will get up to the line of Yellow and Red blocks at the top. Make him into a **BOMBER** so that he blows up these blocks at **B**.
3. Zoom back to around point **A**. The annoying thing about the four-way splitter is how after a while the Lemmings will come out of it entirely opposite the way they came in. A goodly amount of Lemmings should be backtracking they way they came, and will fall off if you don't do anything. Wait till the procession bounces off the white block off the bottom, then the gray wall to the left, and then make the first of the Lemmings into a **TURNER**, around **C**, so that you're aiming the Lemmings along the same path they initially took.
4. Finally, choose a random Lemming at **D** and make him into a **TURNER** to aim the Lemmings to the exit. Sit back and watch the comedy as the Lemmings bounce everywhere before finding their way home. You may find the timer goes below a minute before the majority of the Lemmings make it.

The two things that might trip you up are how everything is done along diagonals, and how to get the timing of the bombing down correctly. By now, however, you should be pretty versed in making a Lemming into a **BOMBER** at the right time, and a quick rotation of your camera will help the diagonal weirdness immensely.

# LEVEL 26

## LEMMHANGER

25 LEMMINGS

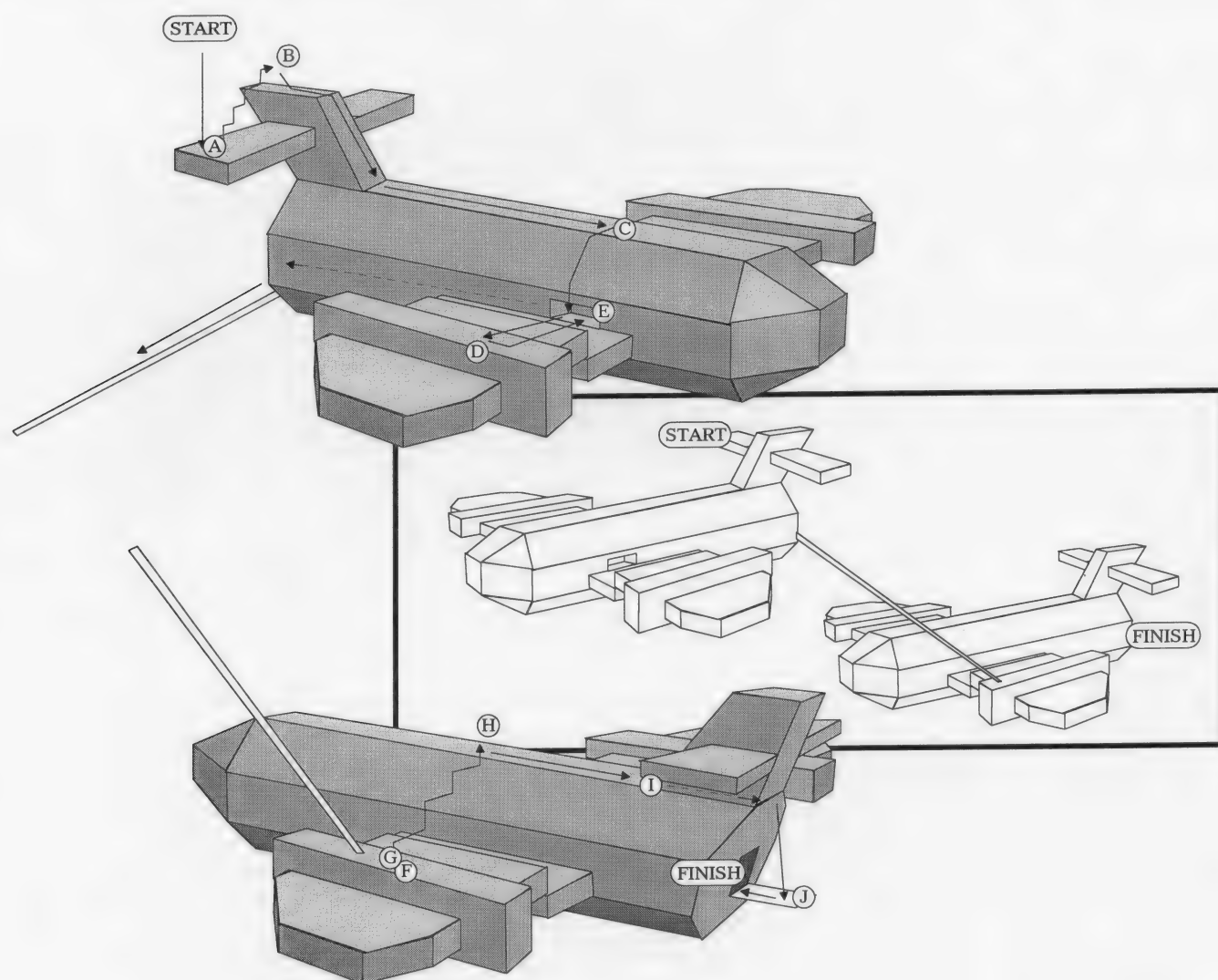
15 TO BE SAVED

RELEASE RATE 10

TIME 5:00

**ARMY***PASSWORD:**BEDAGGLE*

Two planes are refueling in mid-air, and the Lemmings are taking this time to get from one to the other via a **ROPE SLIDE**. The main characteristic of a Rope Slide is that it's like a very fast one-way staircase, usually leading down. This level depends on a couple split-second timings and a lot of **TURNERS** in the right places.



1. Immediately make the first Lemming to arrive into a **BUILDER**, at *A*. He'll build *just* to the top of the rudder of the blue plane. If you can, make him or the Lemming that comes right after him into a **TURNER** at *B* so he's guiding the others down the top of the plane. It is possible to click a **TURNER** on top of a **BUILDER** so that the arrow shows up, but your second click will *not* work until the Builder shows a question mark. This might take a few tries to get down pat.



*If step 1 is done right, you'll have a **TURNER** at the top of a bridge, sending the other Lemmings down the top of the first plane.*

2. The Lemmings will walk along the top of the blue plane towards the front. Switch to **CAMERA 2** and shift over to the left a little bit so that you're looking down the wing at the little entrance in the side of the plane. You want to move the Lemmings down into this entrance. Make the first Lemming to reach *C* into a **TURNER**, aiming the others towards you. The next Lemming should reach the gray part of the wing and become a **BLOCKER** at *D*, to send them down into the little entrance.
3. This may be a bit tough, but you should move in close to the little entrance and make the first Lemming to reach *E* into a **TURNER** to send the Lemms down the center of the plane. It sometimes helps to go a little off-center so you can click on the **TURNER** in the right location. You'll know if you made a mistake because the Lemmings won't go anywhere.

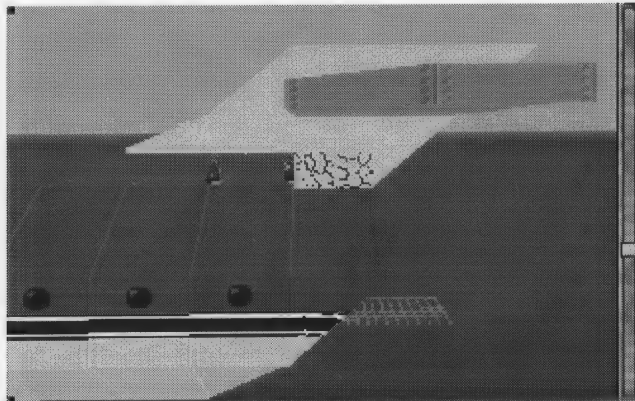


*You have to really get in there, but you should be able to get a clear view of the inside of the first plane, so you can put a **TURNER** inside....*



*So that the Lemmings will actually go down the inside of the plane towards the rope slide!*

4. Switch to **CAMERA 3**. The Lemmings will slide down the **ROPE SLIDE** from the blue to the red plane. Make the first Lemming to come off the rope slide into a **TURNER** at *F*, so that the Lemmings are aimed towards the top of the red plane. The next Lemming to turn should become a **BUILDER** at *G*. Like in step 1, you can turn this **BUILDER** into a **TURNER** at *H* after he puts down the last segment of the bridge and shows a question mark. Either way, you should have a **TURNER** at the top of the red plane, to send the Lemms down the back of the red plane.
5. Make the first Lemming to reach the while tail into a **BASHER** at *I*. He'll bash through the tail (a couple Lemmings will turn around while he does this, towards unhappy results) and then drop down to a sort of "Netting" floor hanging off the back of the Plane. When he does, make him into a **BLOCKER** at *J*. This will bounce all the Lemmings afterwards into the exit.



*Finally, you want a Lemming to bash along the bottom of the tail of the second plane, so you can get to that net..*

This will end the round with only a Lemming or two to spare... a real Lemmhanger!



# LEVEL 27

## FOLLOW THE YELLOW BRICK ROAD

40 LEMMINGS

30 TO BE SAVED

RELEASE RATE 20

TIME 7:00

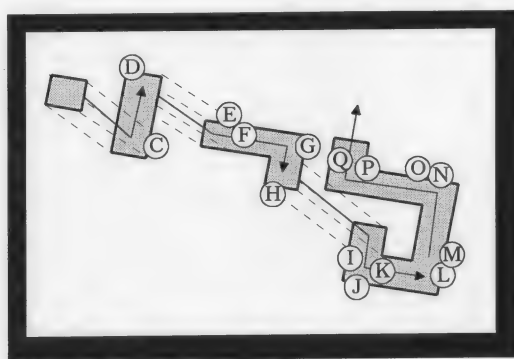
**LEMCO**

PASSWORD:

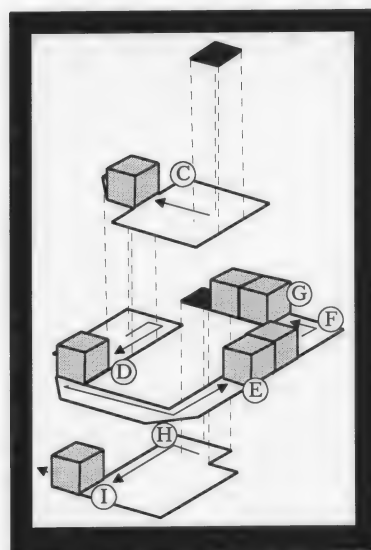
EPICALYX

Among all the levels of *Lemmings 3D*, this one certainly rates as one of the top 5 doozies. This is one of the few levels where you *have* to use the **VIRTUAL LEMMING** option to be able to solve it. Now, I *tried* to find some clever way around this level, some masterful blend of trickery to avoid having to actually enter the Multi-Colored Cube of Much Pain. However, I wasn't able to find one. Making Lemmings go to the left or the right around the cube makes them perish, and the fall from the top of the cube is too great.

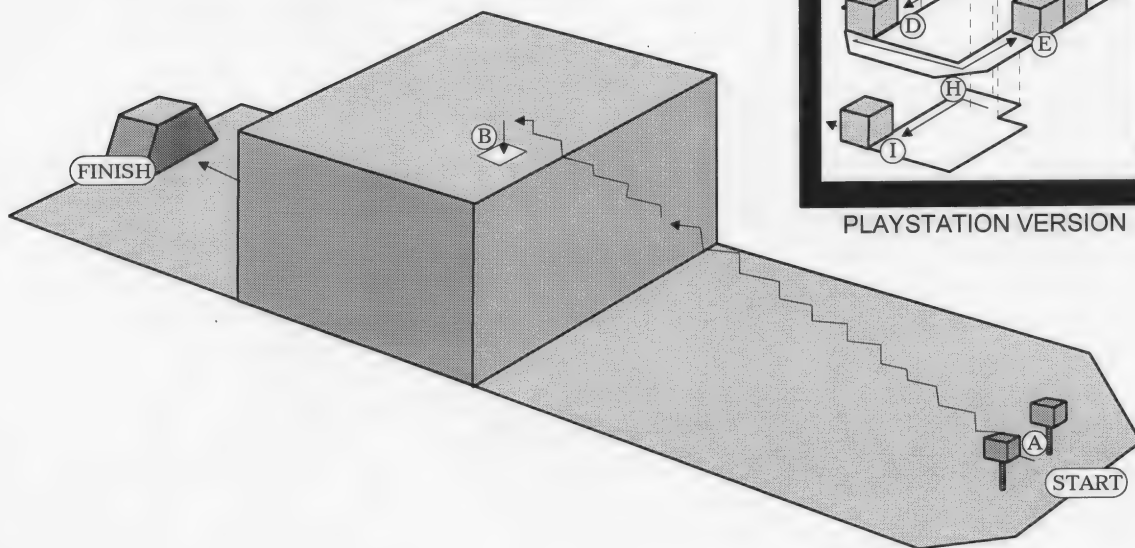
One other note: The **PC** and **PLAYSTATION** versions have completely different layouts inside the Cube! As a result I must present to you two different solutions, depending on which system you own. If you're not sure which system you own, try and type something on the keyboard. If you can, you own a **PC**. If you can't find a keyboard, you probably own a **PLAYSTATION**.



PC VERSION



PLAYSTATION VERSION



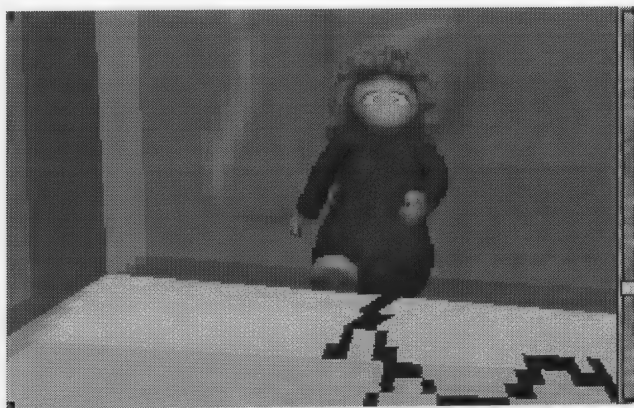


1. Make the first Lemming to come out of the entrance into a **BUILDER** at *A*. When he finishes his bridge, make him a **BUILDER** two more times, so he'll get to the top of the cube.
2. When a Lemming passes over the yellow square on top of the cube, make him a **DIGGER** at *B*. Then click **VIRTUAL LEMMING** on him.

Now, depending on which system you have, the instructions diverge.

#### IF YOU HAVE A PC

3. The Digger will dig until he hits solid ground with a clank. He'll be facing a yellow wall. Make him a **BASHER** at *C*. He'll bash through two yellow cubes and stop because he just hit another solid wall. Make your Lemming into a **DIGGER**, at *D*.



*The ground breaking up with cracks is your sign that your **DIGGER** is doing his job.  
Good Digger!*

4. When he hits solid ground, make your Lemming into a **TURNER**, at *E*. You can do either direction, it doesn't matter; but things will look clearer if you do it to the right. Now, you need to find another Lemming, since your **TURNER** isn't going anywhere.
5. Whatever Lemming you click on, make him a **BASHER** at *F* when he faces yellow wall, like so:

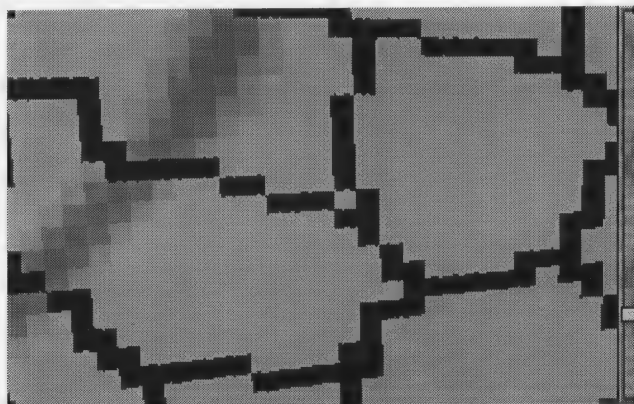


*If your Lemming is facing a yellow wall (like this one is, trust me), make him into a **BASHER** before he turns around.*

6. Your **BASHER** will go along for two more cubes and hit solid wall. Bet you're already going nuts. Make him into a **TURNER** at *G* to send the other Lemmings to the right. Repeat step 5 and make a Lemming into a **BASHER** towards *H*.
7. Now, you're once again walking over a solid yellow cube. At *H*, make your Lemming into a **DIGGER**.
8. Clank! Now you're on the last of the levels in the cube and you want to find the guy who did this and strangle him. You're almost done, relax. Make your Lemming into a **BASHER** at *I* to get rid of the annoying yellow cube in front of you and then make your **BASHER** into a **TURNER** at *J* to send the other Lems into another yellow wall.
9. At *K*, click on another Lemming and then make him into a **BASHER**. This will clear out two more cubes. Why look! Another wall! So, your **BASHER** will now become a **TURNER** at *L*.
10. Choose another one of the dozens of Lemmings in front of you, and then make him a **BASHER** at *M*. This will remove three of those annoying cubes, and then make your **BASHER** into a **TURNER** at *N*. Just two more times!
11. Pick a Lemming, make him into a **BASHER** at *O*, and when he gets to the end of the three cubes in *this* hallway, make him into a **TURNER**., at about *P*. Now, it's just one cube from escape. Choose another Lemm, and make him a **BASHER** at *Q*. You'll suddenly see the exit, and sweet freedom is yours!

### IF YOU OWN A PLAYSTATION

3. The Digger will dig until he hits solid ground with a clank. He'll be facing a small room with a yellow cube at the end. When he reaches this yellow cube, make him a **BASHER** at *C*. He'll bash through the cube, hit a **DEFLECTOR BLOCK** in the wall, and fall down a hole into a red room.
4. When your Lemming hits the wall and turns around, make him into a **BASHER** at *D* to break through the yellow cube. It'll look like this:



*This is what the **BASHING** process looks like to a Lemming. Joyous.*

5. Now, your Lemming will bounce off two **DEFLECTOR BLOCKS** and end up facing another yellow cube. Make him a **BASHER** at *E* to send your Lemm through two cubes that were in the wall.
6. Ooops! Solid wall! As *soon* as your Lemming is in front of this wall, make him a **TURNER** at *F* so that he send the other Lemmings down the hallway toward the still-standing yellow cube at *G*. Click on any Lemming in view to switch to his **VIRTUAL LEMMING** view, and make this Lemming into a **BASHER** at *G*. One less wall. Two less walls! And then your Lemming falls into a hole. You're almost done!
7. Now, you're in the final room. When your Lemming is almost on top of the wall, make him into a **TURNER** at *H* to send the others towards the other cube. You'll need to select another Lemming and make him a **TURNER** at *I*.

8. Finally, choose a lucky Lemm and make him into a **BASHER** as soon as he turns towards the yellow block. Next thing you know, you're staring at the exit, the Lemmings are going "Yipee!" and you're dancing around the room like a pixie. That's the Magic of *Lemmings 3D*.

Ok.... Playstation people are here. PC people here? Good. We're all together again. This level is probably one of the most frustrating events you can have in your Lemmings Experience. The **VIRTUAL LEMMING** mode isn't always easy to move around with, and it can take a *long* time to get used to functioning in it. I, for one, have found myself clicking on the screen instead of the skill and finding myself inside *entirely* the wrong Lemming. Generally, if you stick with it, you'll get through it after a short time.

I'm not giving anything away by saying that you'll only have to use **VIRTUAL LEMMING** sporadically in the rest of the game. Whew!

## LEVEL 28

## MEDIEVAL

### ALL AROUND THE WATCHTOWER

PASSWORD:

HOMALOID

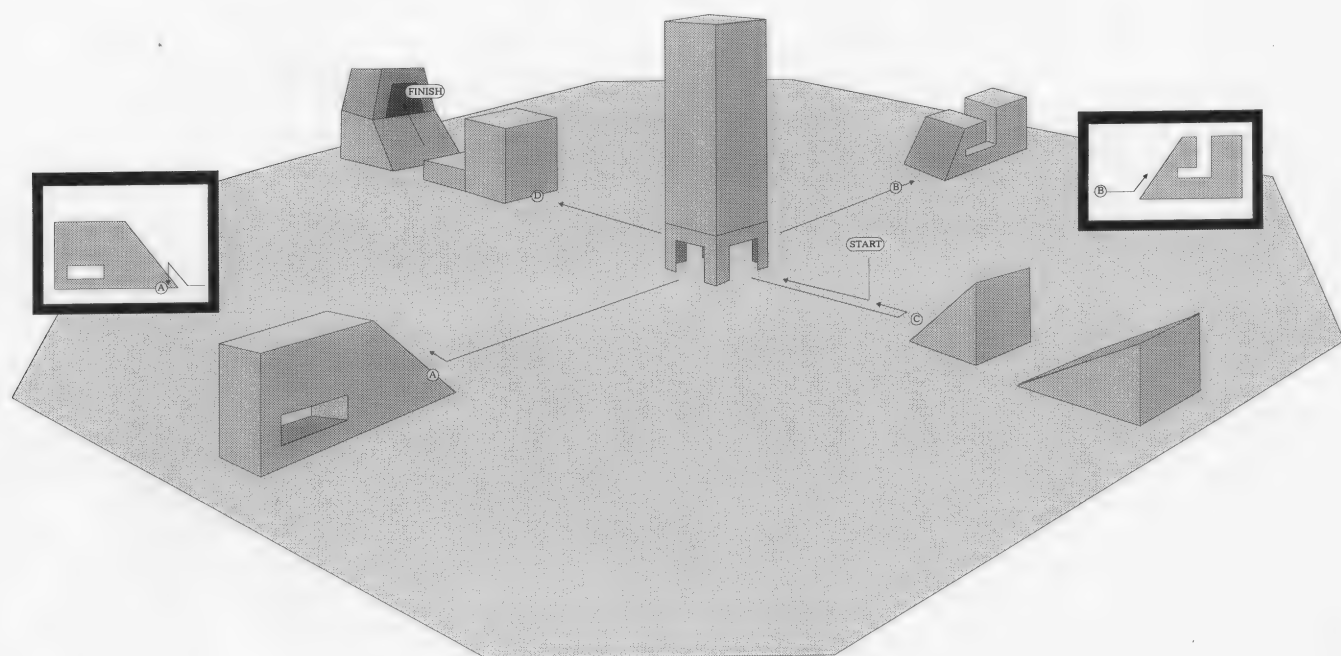
80 LEMMINGS

60 TO BE SAVED

RELEASE RATE 50

TIME 10:00

Once the solution's shown, this level comes off as extremely easy. You mainly block off passage to three sides of the tower, and then bash through the fourth to the exit.



1. Let the Lemmings get to the **SPLITTER BLOCK**, then switch to **CAMERA 2**. Make the first Lemming to reach the base of this ramp into a **DIGGER** at *A* such that he just digs out the first segment of the ramp.
2. Next, switch to **CAMERA 3**. You probably will be too late for the Lemming already on the ramp, but make the one behind him a **BOMBER** at *B*, so that he'll blow up *just* as he reaches the end of the ramp, once again blasting a hole in the first segment and making a dead end.
3. Now, switch over to **CAMERA 1**, where the others are dropping, and make the first Lemming to walk past into a **BLOCKER**, at *C*. Now you've got all four sides with dead ends. Choose a favorite Lemming, **BASH** at *D* through the fourth dead end, and you've cleared a path to the exit.

# LEVEL 29

## LAND AHOY!

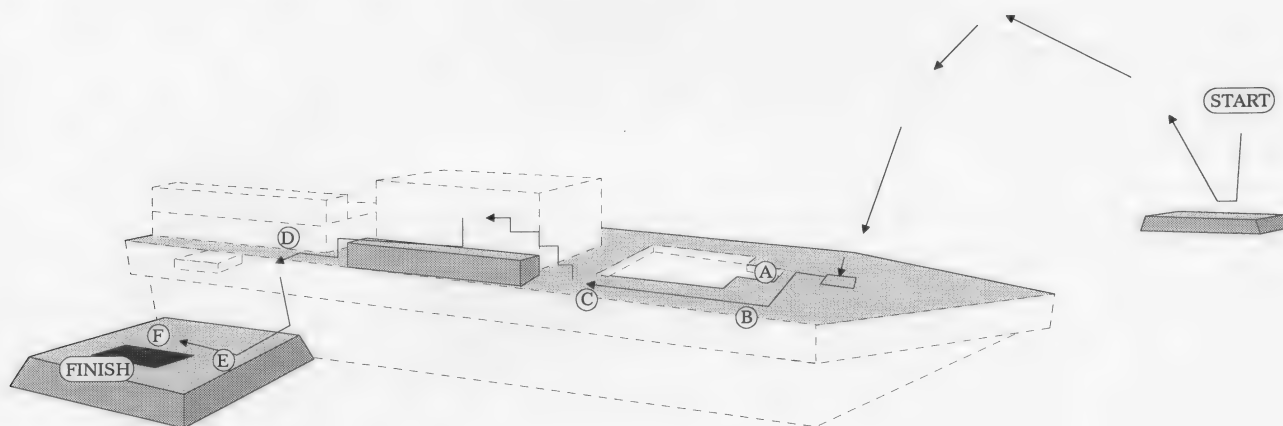
40 LEMMINGS  
30 TO BE SAVED  
RELEASE RATE 50  
TIME 10:00

# GOLF

PASSWORD:  
LALLYGAG

There are two solutions to this level. The first requires going down into the hold of this massive ship, maneuvering around the boxes and ramps inside, and bashing through the cargo in back. A little closer inspection of the ship, however, shows that the Lemmings can go *around* the hold along the top of the ship and escape that way!

There's a little bit of an optical illusion by the rear of the ship near the exit. It appears that the Lemmings cannot drop down onto the green from the side, but in fact they can. Sometimes, the solution is easier than on first impression!



1. The Lemmings will come out of the entrance and be **BOUNCED** automatically to the square on the ship. *DO NOT INCREASE THE RELEASE RATE!* The spring can only handle so many Lemmings at a time, and if too many are released they'll fall into the water instead of springing to the boat.
2. Switch to **CAMERA 2** or go to the front of the ship. Make the first Lemming into a **TURNER** at *A* aiming towards the side of the ship with the exit. Make the next Lemming a **TURNER** at *B*, sending the Lemmings along the side of the ship towards the exit.
3. At least 3 grid squares before the "railing" (at about *C*), start a **BUILDER**, who will build up to the railing, then quit sometime halfway along.
4. The Lemmings will drop from the railing, then walk along the cargo in back. Aim your camera so you're looking along the exit towards the side of the ship. Make a **TURNER** to the **FIRST** grid square of the green, the one with no sand trap, at *D*. This will push the Lemmings onto the Green.
5. Make **TURNERS** at *E* and *F* to guide the Lemmings into the Exit.

# LEVEL 30

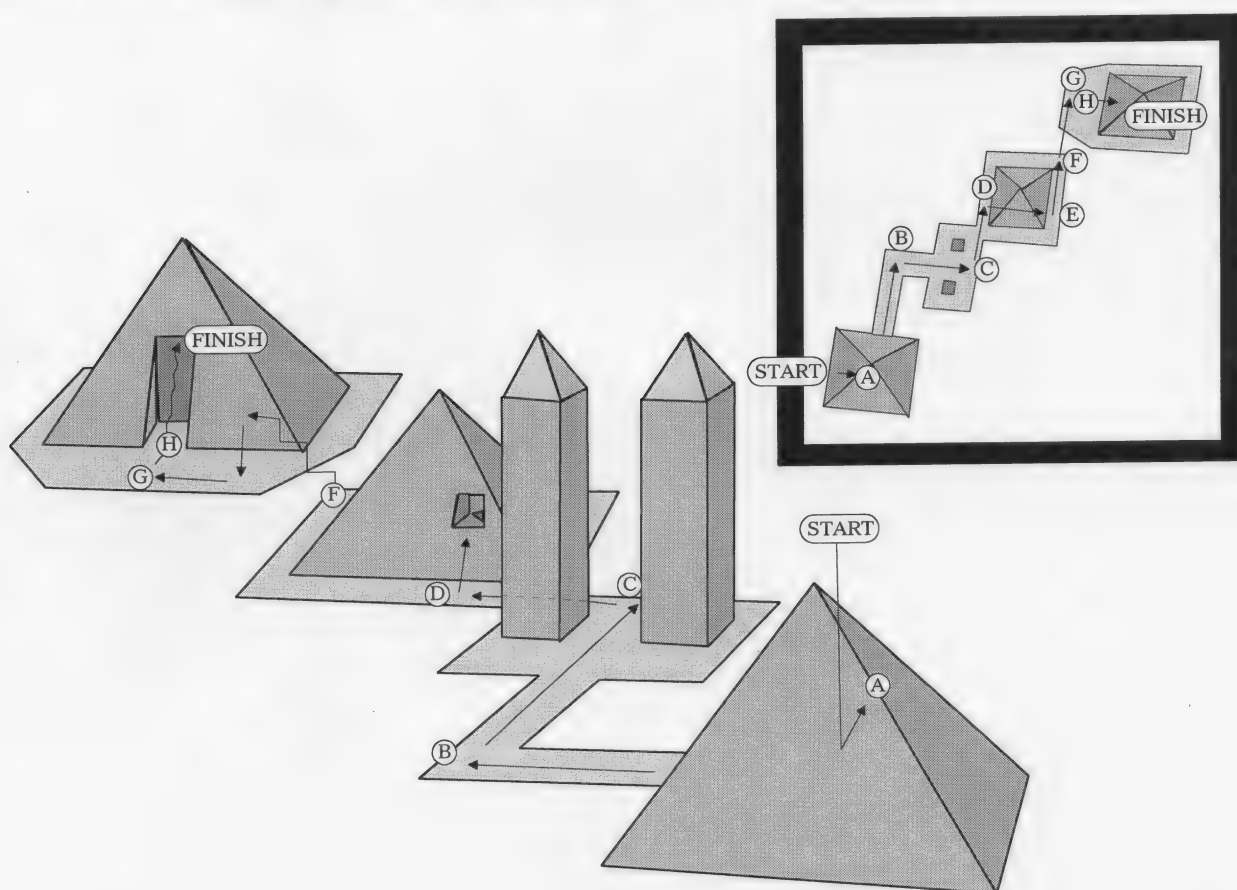
## TOOTEN LEMMING

40 LEMMINGS  
30 TO BE SAVED  
RELEASE RATE 20  
TIME 6:00

### EGYPTIAN

PASSWORD:  
BILABIAL

Three pyramids, no waiting! All you got to do is guide the Egyptian Lemmings to the last pyramid and into the altar.



1. You start out the level with a view of a pyramid, the entrance trapdoor and a Lemming dropping out. Quickly click on that Lemming and make him a **DIGGER**, so he digs down at A. He'll begin digging (you lose a Lemming in doing this) and the Lemmings will start going through the first pyramid and coming out the other side, walking down a walkway.
2. At the end of this walkway, around B, make a Lemming a **TURNER**, then another **TURNER** at C, aiming the Lemming along the side of the second pyramid.
3. On the grid square before the bear trap (you really don't want them playing in that) make the leading Lemm into a **TURNER** at D. This will aim the Lemmings towards the second pyramid's entrance.



4. Click on **VIRTUAL LEMMING**, then select whatever Lemming is entering the second pyramid's entrance. Whoa! Now you're inside the catacombs of that pyramid! You'll hit a turner block, then another, then you'll head for a dead end. As you pass the last torch on your right, click on **BASHER** to begin bashing through the wall. Switch immediately to **CAMERA 3** to see the action from outside.
5. The Lemming is now heading towards the water! Click on **TURNER** and make him turn at *E*, aiming the Lemmings afterwards towards the third and final pyramid. A **BUILDER** at *F* will do the task easily.
6. Switch to **CAMERA 4** and you'll be facing the exit. The first Lemming that comes should be made into a **TURNER** at *G* to steer towards the altar. Finally, the next Lemming should become a **BUILDER** about one and a half grid squares from the **TURNER**, at or around *H*. If you've chosen the right place, one more **BUILDER** when he runs out of segments, and he'll reach the altar, ready to offer thanks to Lemmtekh for the joys of escape.

# LEVEL 31

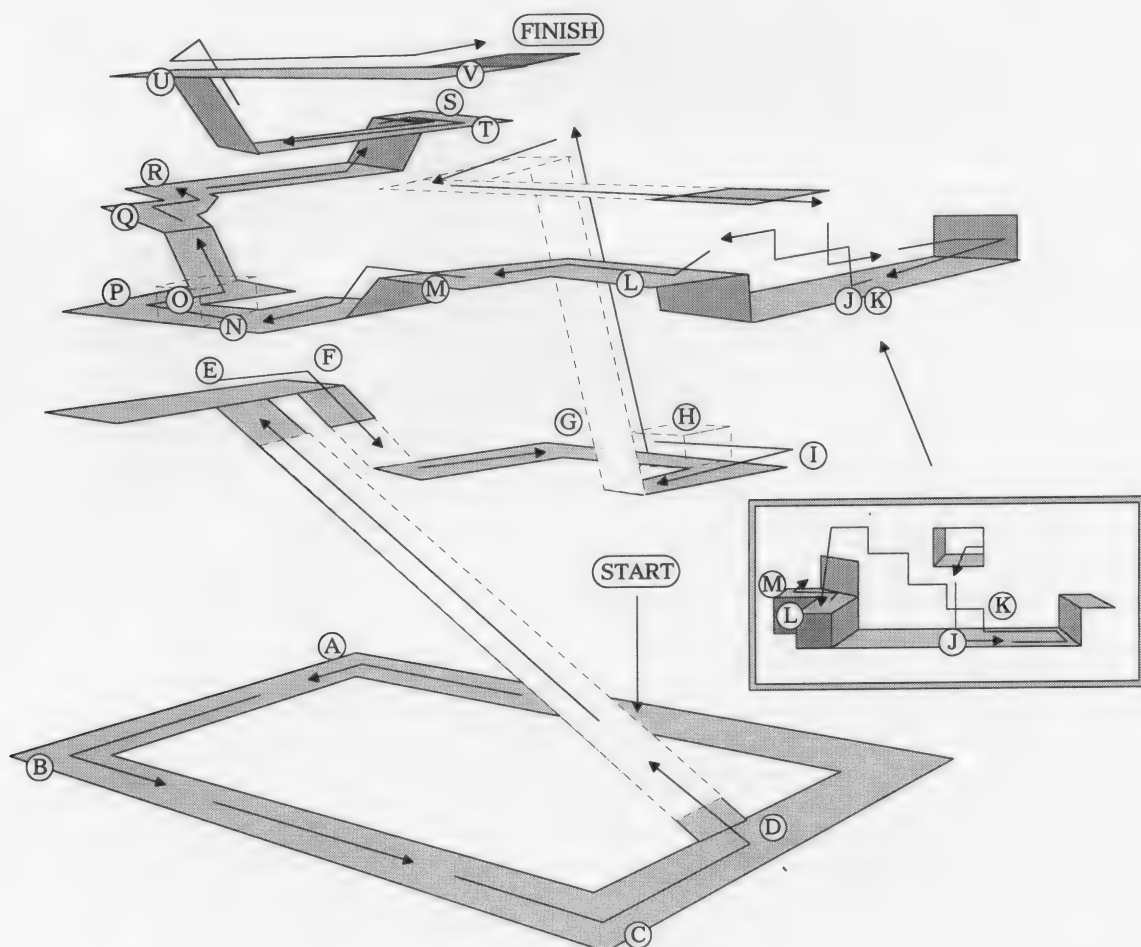
## A HEAD ABOVE THE REST!

50 LEMMINGS  
25 TO BE SAVED  
RELEASE RATE 25  
TIME 10:00

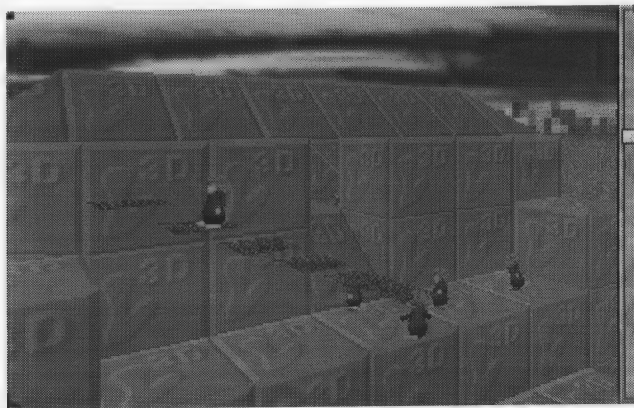
### LEMCO

PASSWORD:  
CACOFOGO

While this level may look daunting at first, it turns out the solution relies on a healthy supply of **TURNERS** to guide the Lemmings through a massive sculpted Lemminghead. There are only two blocks in the way, and you're given two **BASHERS** to dispense with them. What might trip you up the most is keeping track of where the Lemco Team is heading next. (In one ear, out the other?) Use the **CAMERAS** wisely, and try not to get too dizzy.



1. You're at **CAMERA 1**. The Lemmings will be dropping out of the chin of the Lemminghead. Use **TURNERS** at *A*, *B*, and *C* to guide the Lemmings around the foundation (the "Neck" of the Blue Sweater). Send the Lemmings into the deep recesses of the Lemminghead at *D*.
2. The Lemmings will walk up the ramp inside the Lemminghead and come out halfway up the opposite side. Change to **CAMERA 3** to face where the Lemmings are coming out. When you see a Lemming appear, make him a **TURNER** to the left at *E*. Make the next Lemming to come out a **TURNER** at *F* and send them back inside the Lemminghead.
3. Guide your camera around the left corner of the Lemminghead, and face the "Nose" of the Lemming. The Lemms you just guided at *F* will appear and turn towards you. Make the first Lemming to reach *G* a **TURNER** to the left, towards the block.
4. The next Lemming should become a **BASHER** and bash through the block that makes up the bridge of the nose of the Lemminghead, at *H*. This Lemming should then become a **TURNER** at *I*. We make our Lemmings work in this level!
5. Back into the Lemminghead they go. Change to **CAMERA 2**, and move the camera up a bit, and you'll be facing the blue exit that the Lemmings will be coming out of. They'll take a couple of seconds to appear, so take this calm moment to **INCREASE LEMMINGS** all the way to 99. That'll prevent any unfortunate running out of time.
6. The first Lemming to appear will walk down a small ramp and across a walkway. Make him into a **TURNER** at *J*, aiming his companions to the right.



*Step 7. Make sure the first segment the **BUILDER** puts down is on the center grid square, and you'll be out of this trap.*

7. The next Lemming will hit the block to the right, turn around, and walk back. As he goes across the block before *J*, make him into a **BUILDER** at *K*. He will build stairs out of the walkway and on top of the block to the left. Make this builder into a **TURNER** at *L*, sending the Lemming behind him into the wall and towards *M*.
8. Switch quickly to **CAMERA 4**. You're now facing some sort of bizarre ventilation system in the back of the Lemminghead. The Lemming you just sent into the wall is now walking towards the edge! Make him a **TURNER** to the left, immediately, at *M*. (You're probably a professional Camera Operator by now, but it's sometimes easier to **PAWS** before getting to the next shot.)
9. The next Lemming (You've given 13 Lemmings the job of **TURNER** so far!) will walk down the ramp, bounce off the diagonal wall, and come towards you. Make him a **TURNER** at *N* and aim him towards the left. Make the

Lemming that follows him a **BASHER** at *O* to bash through the remaining block in your way, then make him the 15th **TURNER** at *P*.

10. Turn the camera around the left corner of the Lemminghead, and put **TURNERS** at *Q*, *R*, *S*, *T*, and *U*. The idea is to guide the Lemmings along the side of the head and up to the top level, then aim them along the top. The Lemmings will travel up a ramp towards the top.
11. Now the Lemmings are walking to the side of the exit, which is located at the very top of the Lemminghead. Make one last **TURNER** at *U* to send the Lemmings home.

I'll bet you feel like you should be granted enlightenment and the answer to the Mysteries of the Lemming Universe for the distance you had to travel in *this* level.....

# LEVEL 32

## DOT TO DOT

80 LEMMINGS  
30 TO BE SAVED  
RELEASE RATE 15  
TIME 12:00

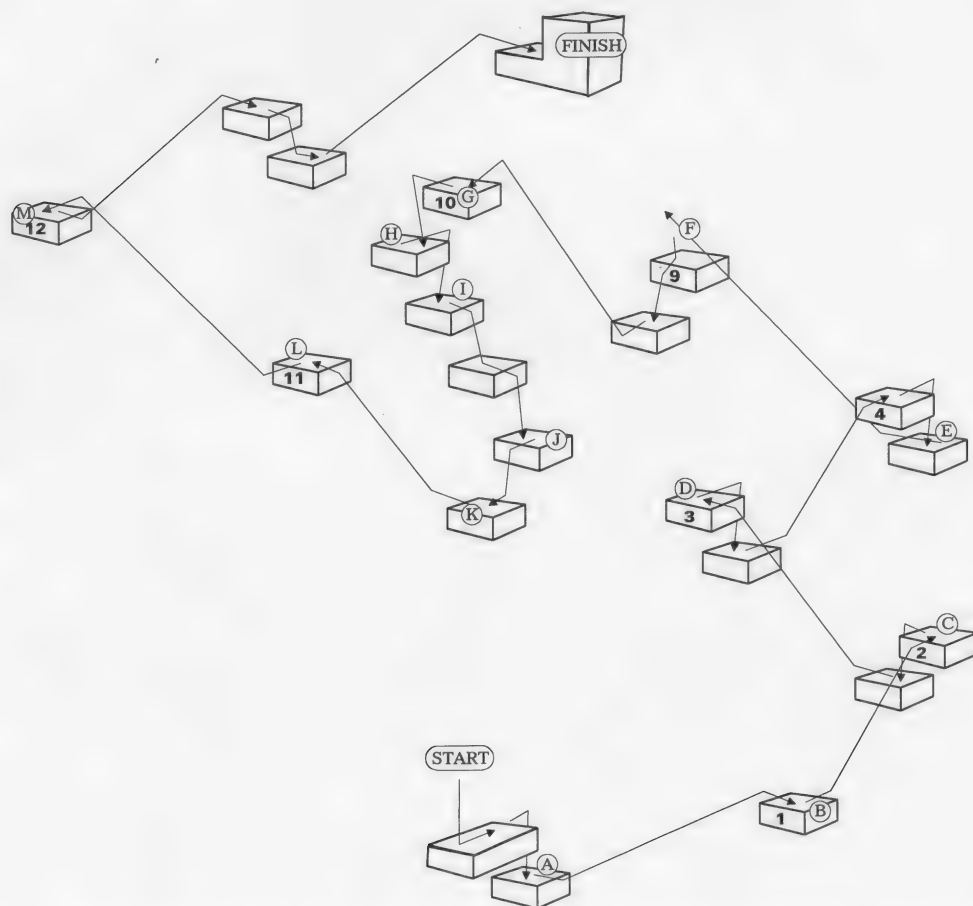
### SPACE

PASSWORD:

METAVURT

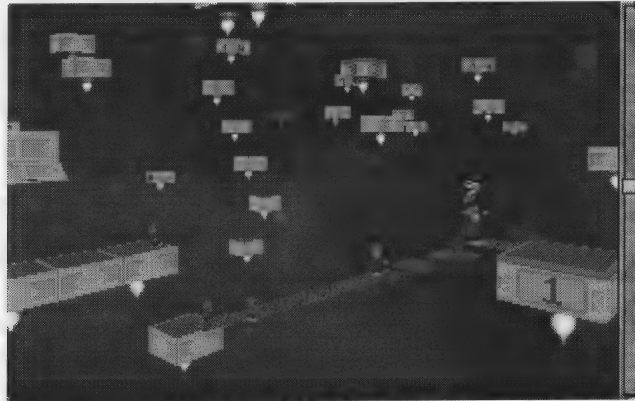
Make sure you've had your morning coffee before previewing this level. A couple dozen single blocks are floating in space, and you've got to link them up to get the Lemmings out of there! In a show of mercy, this level has the general locations you want to head towards numbered. However, it turns out that if you do a *little* extra work, you can get through this level in half the time with more than enough Lemmings than the program expected you'd have.

What really can kill you going from Dot to Dot is the *timing*, which calls for you making split-second changes in Lemming tasks.



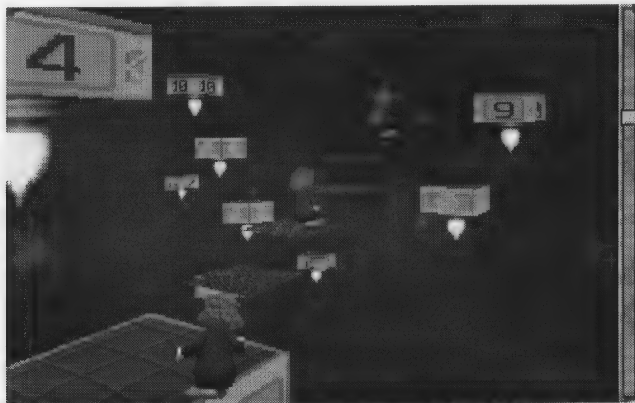
*At first glance, this level drawing might seem to be completely useless. Probably on second glance, too. But if you look closer, you'll see I endeavored to make the arrows point out the general direction you should be leaving each cube. This level is simply not easy.*

1. The first Lemming drops out of the entrance, walks down three blocks, and falls down to a fourth. Make him a **TURNER** at *A*, aimed towards the Number 1 Block. The Lemming that lands and turns after him should **BUILD** twice to the Number 1 Block. When he steps on the block, make him a **TURNER** at *B*.



*If you have your **BUILDER** build on the edge of whatever block he's on, it will always take exactly two **BUILDERS** to span a gap. Except in step 5, of course.*

2. The Next Lemming to turn should **BUILD** from the Number 1 Block to the Number 2 Block. This will take two Builders. When he reaches the Number 2 Block, have him **TURN** to his left at *C*.
3. The next Lemming will turn and drop down to the block below the Number 2 Block. Have him **BUILD** from this second block to the Number 3 Block. This will also take two **BUILD**s. At the Number 3 Block, have him **TURN** to his right at *D*.
4. The next Lemming turns and falls one block. Have him **BUILD** twice to the Number 4 Block. Let him drop down one block.



*Step 5 and 6. If you aim your Lemmings towards block 9 instead of Block 5 you'll save yourself a lot of hassle.*

5. *Time for a shortcut, kids!* Instead of turning the Lemming towards the Number 5 Block, let's make him a **TURNER** towards the *Number 9 Block*! Make this Lemming a **TURNER** at *E* to his left.





*If done correctly, you'll have a **TURNER** over the 9 Block, aiming Lemmings to the left. Due to the nature of **TURNERS** on staircases, Lemmings will drop straight down onto the 9 block.*

6. Have the next Lemming become a **BUILDER** three times towards the Number 9 Block. He'll *pass* the Number 9 Block, so we're going to have to use a **TURNER** and make the Lemmings turn to the left. Do this around *F*. If the Lemmings turn and fall to their deaths without landing on block 9, try again.
7. When the next Lemming turns and drops down to the next Block, make him **BUILD** twice to the Number 10 Block. When he reaches the Number 10 Block, have him become a **TURNER** to his right, at *G*.
8. The Next Lemming turns and drops down one block. At *H*, make *him* a **TURNER** to *his* right.
9. Down another block at *I*, make this Lemming a **TURNER** to *his* right. What a pattern.
10. The next Lemming should drop down *two* blocks and become a **TURNER** to his right at *J*.
11. On the last block before the Number 11 Block, make the Lemming a **TURNER** to his right at *K*. That was quite a corkscrew we just took.
12. Have the next Lemming **BUILD** twice to the Number 11 Block. When he reaches the Number 11 Block and with it *L*, have him **TURN** to his left. The Lemming after him should turn and **BUILD** twice to the Number 12 Block. When he reaches the Number 12 Block, have him **TURN** to his left at *M*.
13. Almost there! When the next Lemm turns, have him **BUILD** twice to the next floating block, drop down one block, and then **BUILD** twice to the exit.

Wow! Even *with* that shortcut, this level is out of control. It can also be amazingly nerve-wracking since you often get exactly one half-block before you have to take another action.

# LEVEL 33

## SHADOW MAZE

40 LEMMINGS

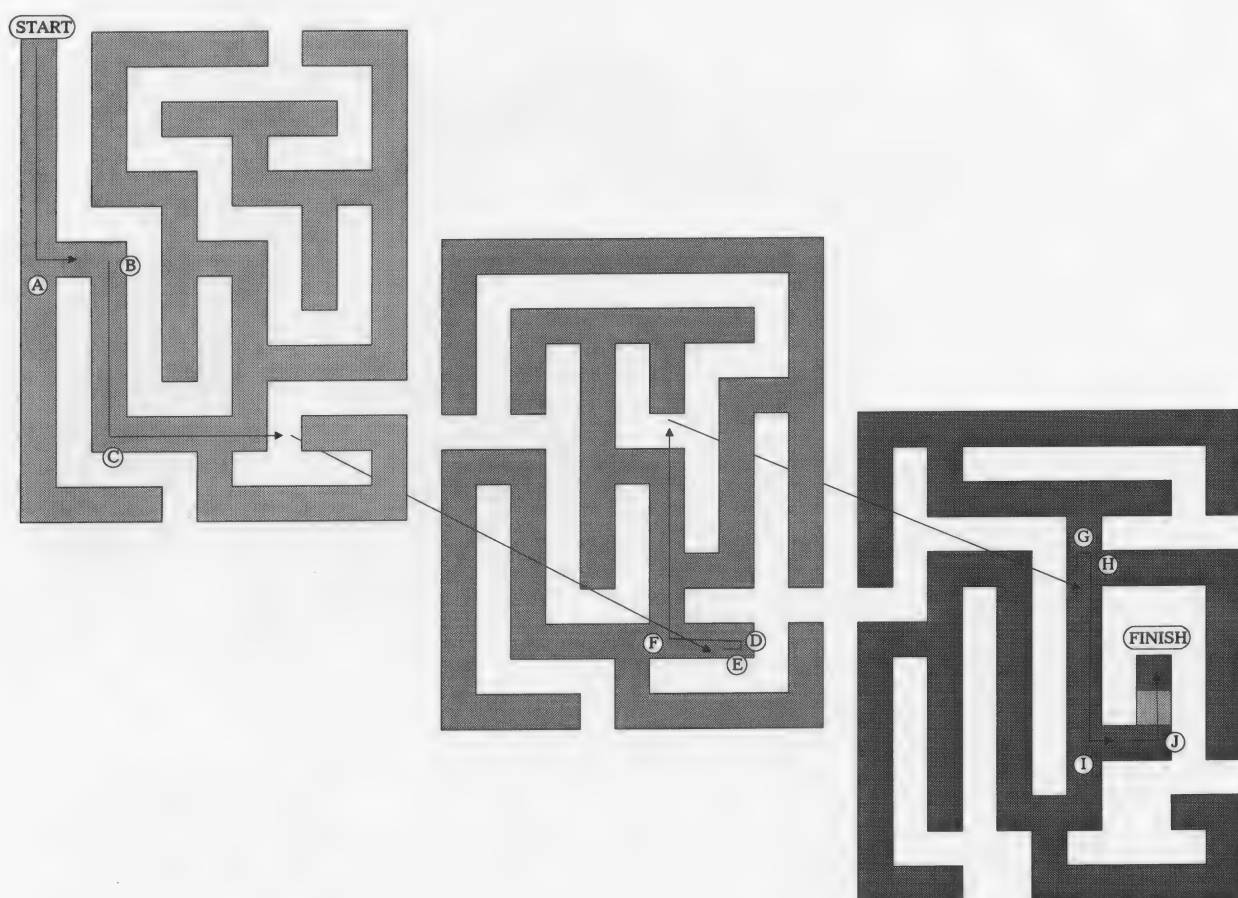
26 TO BE SAVED

RELEASE RATE 30

TIME 8:00

**FOREST***PASSWORD:**SLOWBURN*

This level is just a matter of trial and error, finding the right combinations of turns to lead the Lemmings home. It turns out to be on the simple side, once you've studied it a while.



1. First, put **TURNERS** at *A*, *B*, and *C*. This will get you through the first level, leaving them stunned on the second level.
2. Put **TURNERS** at *D* and *E* such that the Lemmings are turned completely around. Put a **TURNER** at *F* to send the Lemmings towards a convenient gap in the walkway. This will send them to the bottom level.
3. Two more **TURNERS** at *G* and *H* turn the Lemmings around another 180 degrees, and **TURNERS** at *I* and *J* finish this maze.

# LEVEL 34

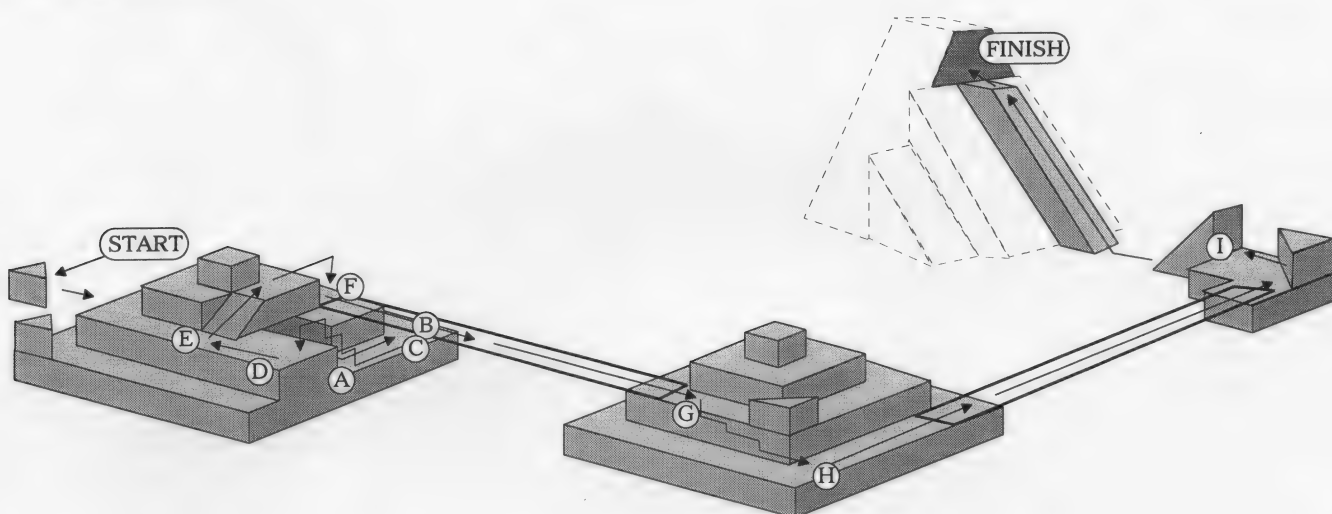
## OH NO! MORE PYRAMIDS!

80 LEMMINGS  
40 TO BE SAVED  
RELEASE RATE 50  
TIME 10:00

# EGYPTIAN

PASSWORD:  
PELLUCID

My thoughts exactly.



1. Let the Lemmings bounce against the golden turner block and go up the ramp and through the tunnel of the first pyramid. When a Lemming gets to the end, make him a **TURNER** to his left at A.
2. Underneath the bridge, at B, make a Lemming into a **BLOCKER**. The first Lemming to turn around should become a **BUILDER** at C.
3. Adding **TURNERS** to D, E and finally F will send the Lemms across the wooden bridge from the first pyramid to the second. (The ancient pyramids had steel and wood suspension bridges? Well, anything to help a Lemming).
4. Switch to **CAMERA 3**. This will give you a fine shot of the second pyramid, which the Lemmings will shortly cross on to. You'll notice three "blocks" between the end of the bridge and the golden splitter block to the right. Make the first Lemming to reach the first block into a **MINER** at G so that he begins mining in the *second* block. This will cut a ramp down to the next level of the pyramid. At the end of this ramp, at H, make a Lemming into a **TURNER** to send the others down the second bridge.
5. Finally, **BASH** through the ramp at I and the Lemmings become one with their Gaia.

The toughest aspect of this level is just getting all the turning done. The Lemmings come fast and somewhat docile, maybe a little furious. Use **PAWS** a lot to sort things out.

# LEVEL 35

## CHOCOLATE DROP

80 LEMMINGS

60 TO BE SAVED

RELEASE RATE 50

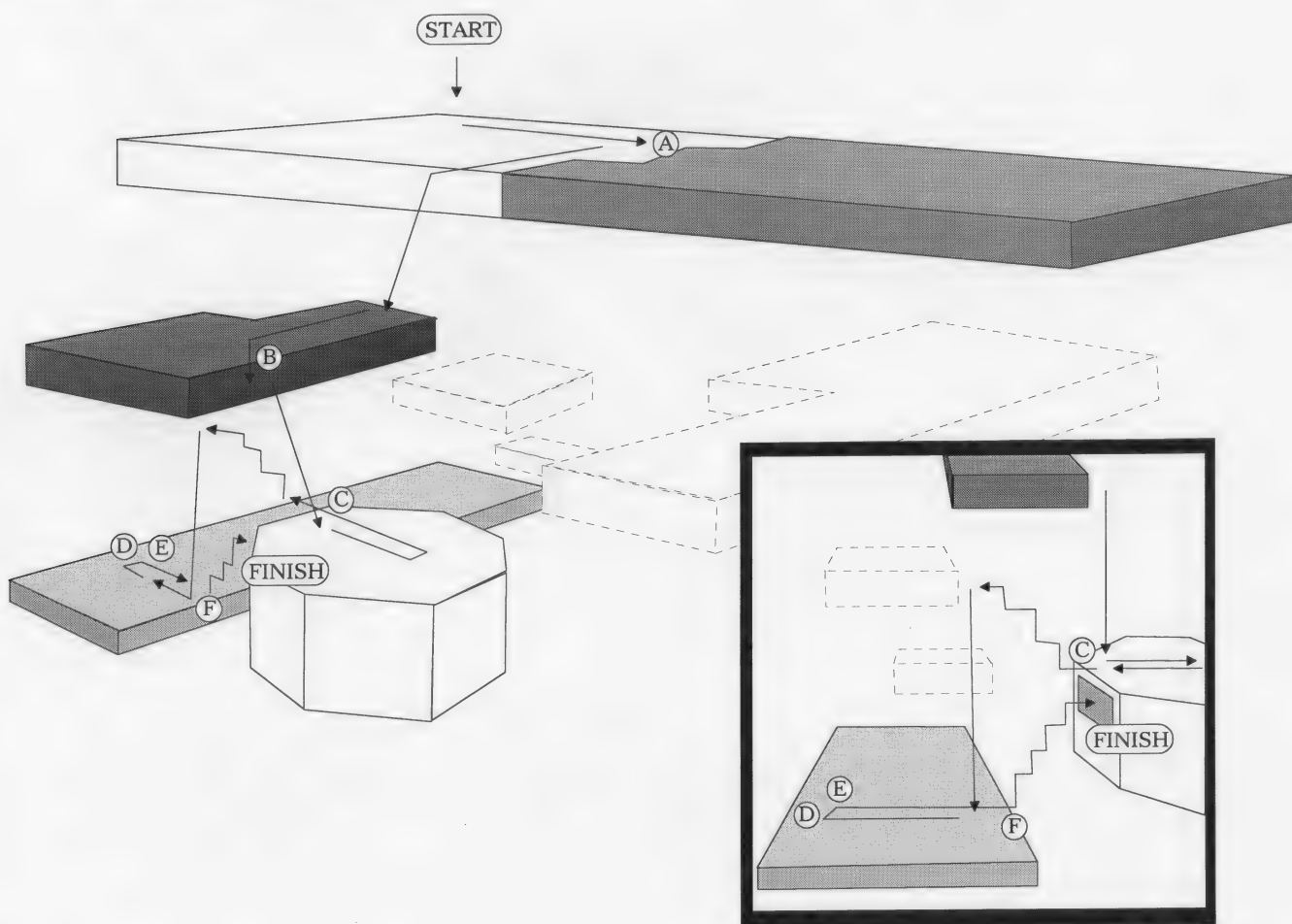
TIME 10:00

**SWEET**

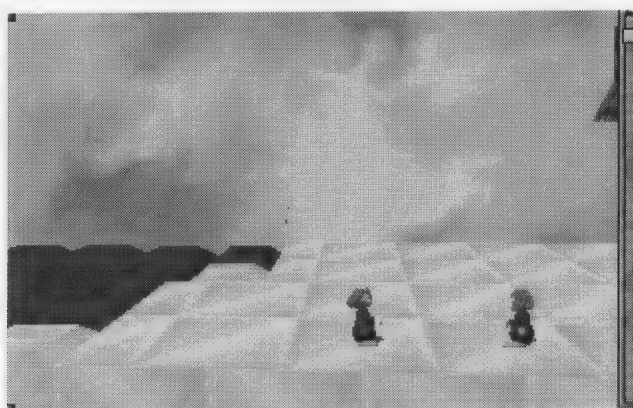
PASSWORD:

MAKIMONO

Some slightly involved timing and placement of the Candy Lemmings makes the grade in this solution. Probably the least-expected move is that you can turn a **DIGGER** into a **TURNER** just by clicking on them. This is important, since the factor of one-third of a block will make the difference!

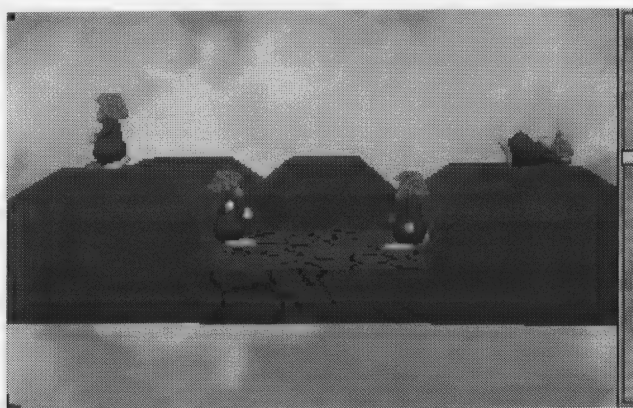


1. Make the first Lemming into a **TURNER** at *A*. The best way to spot the exacting location by eye is that it is the *last* set of four white blocks that stretch across the candy bar.



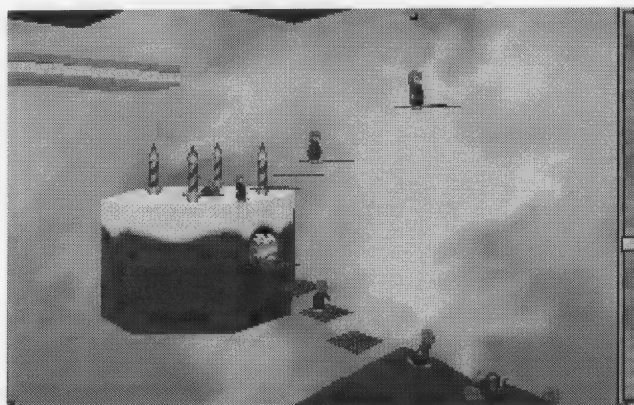
*Step 1. Notice that the 4 white blocks stretch completely from one end of the bar to the other.*

2. Switch to **CAMERA 2** and zoom over to the set of five chocolate squares that the Lemmings will begin falling to. Make the first Lemming to reach the second chocolate square into a **DIGGER**, at *B*. Watch him carefully as he digs; two other Lemmings will walk past him and fall to an unhappy candy demise. As the digger is digging the *last third of the chocolate block*, and is just about to break through, make him a **TURNER**. Click twice quickly, and he'll stand up, walk to the end of the square, and become a turner.



*Step 2. The **DIGGER** Lemming was made a **TURNER** before he broke through the bottom of the candy bar. Tricky!*

3. The Lemmings will fall down on top of the birthday cake and be stunned. When one wakes up, make him a **BLOCKER**. The next Lemming to turn around and walk to the edge of the birthday cake at *C* should then become a **BUILDER**. This will make a bridge to the large candy bar that is at the lowest point in the level.
4. Switch to **CAMERA 4**, where the Builder is building the bridge towards you. Zoom down and await a Lemming to drop onto the candy bar. You've run out of Blockers by this point, so you should put two **TURNERS**, at *D* and *E*, to turn the brigade around.



*Steps 3-5. This is what the proper passage to the exit should look like.*

5. Finally, put a **BUILDER** at *F*, such that the first segment of the bridge hangs over the edge of the bar, and you'll build a direct path to the cake.

Not exactly a "Cake Walk".

Aiigh. I can't believe I wrote that.



# LEVEL 36

## LEMLAB

40 LEMMINGS

35 TO BE SAVED

RELEASE RATE 25

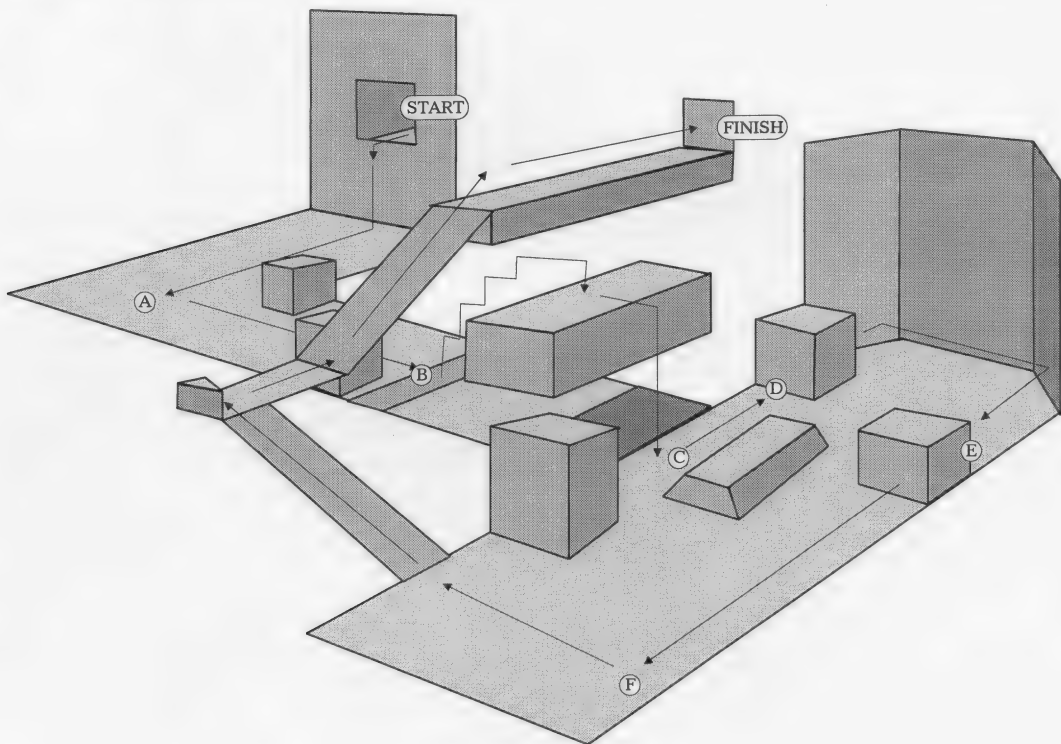
TIME 6:00

**SPACE**

PASSWORD:

**KHUSKHUS**

The only thing standing between the Lemmings and freedom is a lack of **TURNERS** and a really annoying laser beam.



1. The Lemmings will walk out of the entrance and drop down. Make the first Lemming to reach *A* into a **TURNER**. This will send the Lemmings between the two brown boxes.
2. The “shadow” from the bridge makes part of the floor darker than the rest. Make the first Lemming to reach the far edge of this dark patch into a **BUILDER**, at *B*. He’ll build up to the raised platform, avoiding the unpleasant laser beams underneath.
3. Switch to **CAMERA 3**. The Lemmings will drop down, hit the raised platform on the ground, and turn around. Make the first one to do this into a **TURNER** at *C*. He’ll guide the Lemmings towards the brown box.
4. **BASH** through the first brown box at *D*. Luckily for us, the far end of the “Hallway” has two diagonal walls that will guide the Lemmings around 180 degrees. Make the first Spacelemm at *E* **BASH** through the second brown box.
5. Finally, put a **TURNER** at *F* to guide the Lemmings up the ramp and off to the exit. This may take a few tries.

# LEVEL 37

## GARDEN MAZE

40 LEMMINGS

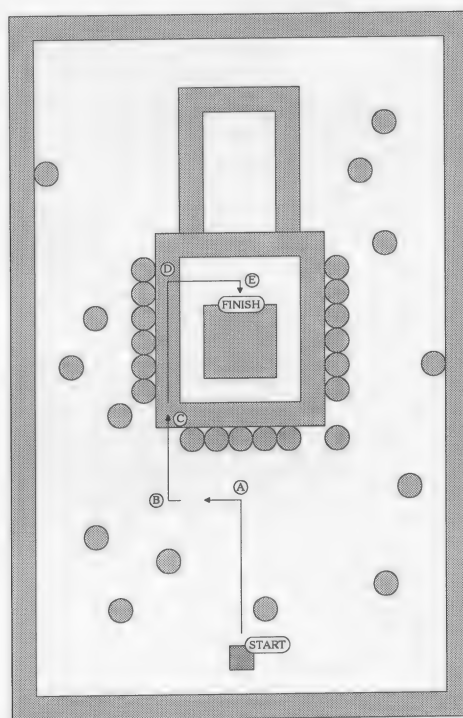
35 TO BE SAVED

RELEASE RATE 30

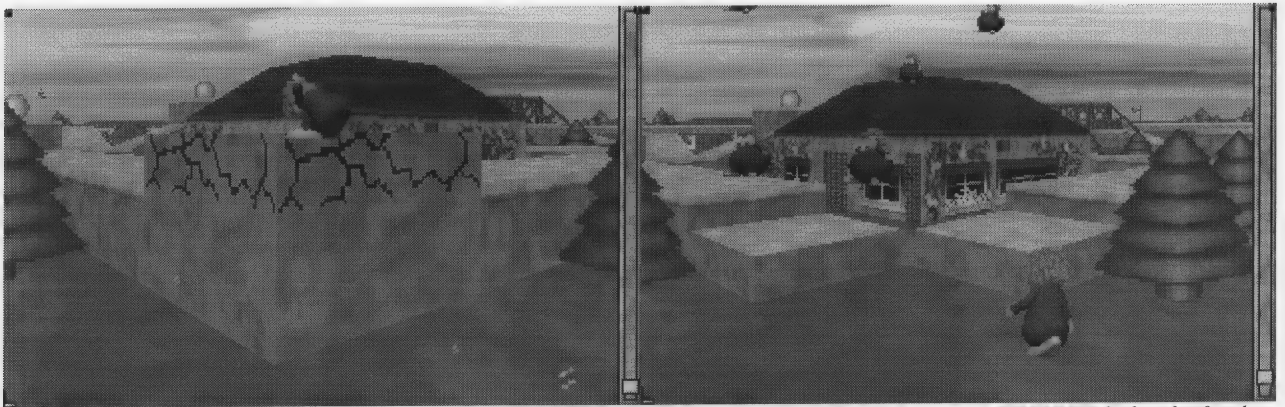
TIME 5:00

**FOREST***PASSWORD:**DISPLODE*

It may be called a Garden Maze, but it sure isn't a walk in the park. A quick and elegant solution is needed to solve this level, and this is achieved by turning one of the cornerstones of the inner wall into a stair-step. You just have to know when to bomb.



1. Let the first Lemming walk until he's a couple grid squares away from the trees, around *A*, and make him into a **TURNER** to his left. Make another Lemming into a **TURNER** at *B* so he sends the rest of his buddies into the cornerstone of the inner wall. They'll bounce back and forth harmlessly between this stone and the outer wall while you do this next step.
2. Make a Lemming that's heading towards the cornerstone into a **CLIMBER**. He'll walk over and climb to the top of the cornerstone at *C*, and then you should make him into a **DIGGER**.
3. When the Lemming has finished digging through the second layer of stone, make him into a **BOMBER**. He'll continue digging and should blow up before he finishes digging through the last segment. It doesn't matter if he blows up *as* he's digging the last piece or just before it; either way, he'll have made a "staircase" out of the wall, and the other Lemms will walk up it.



Have a Lemming **CLIMB** the cornerstone, become a **DIGGER** when he's on top, and finally become a **BOMBER** before he finishes.  
*Lemming's Busy Day!*

4. Place **TURNERS** at *D* and *E*, and you'll have steered the Lemmings out of the "maze".

# LEVEL 38

## PLAY TIME

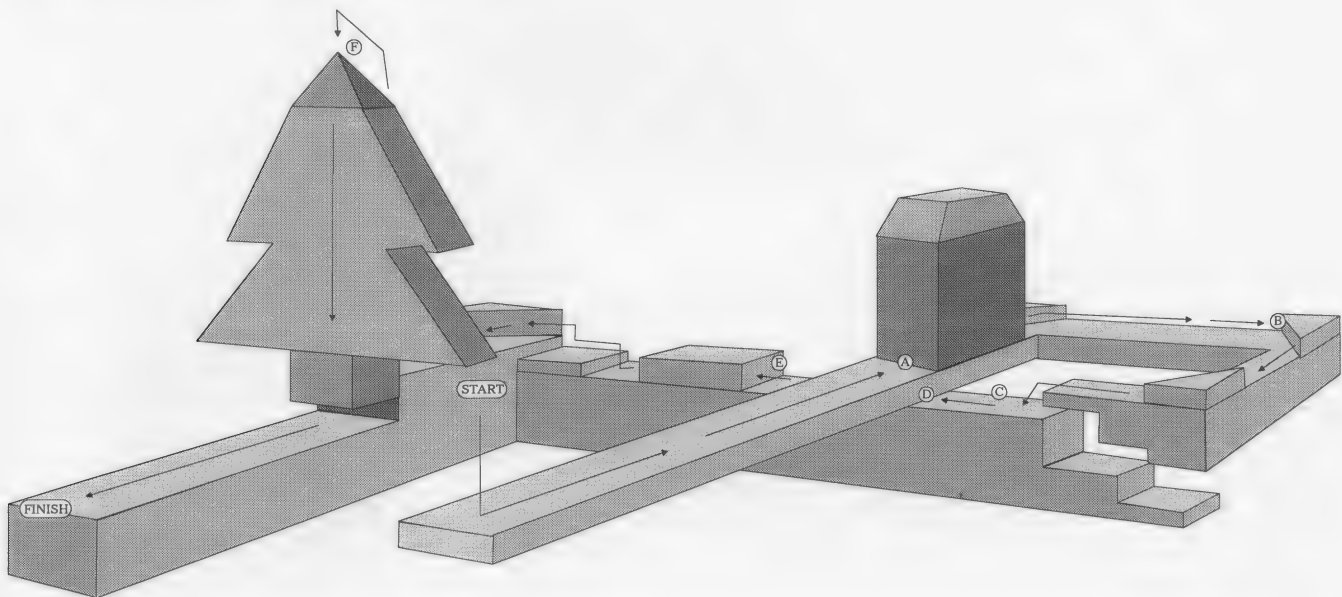
80 LEMMINGS  
50 TO BE SAVED  
RELEASE RATE 35  
TIME 10:00

# LEMCO

PASSWORD:

RACAHOUT

As we near the end of the “Tricky” levels, we come across this level, whose very name and appearance give the impression it’s going to be a breeze. “Aww,” you think, “they put in an easy one to break up the tough ones.” You think wrong. This level is a nasty, nasty piece of timing. What really eats you for breakfast is that there’s absolutely no blocker to save the day. You just have to know when to do the right thing.



1. Make the first Lemming to reach *A* into a **BASHER**. While he’s bashing through the little gray and red house, you’ll lose two Lemmings that turn around. Oh well!
2. When the Lemming breaks through and walks to *B*, **INCREASE RELEASE RATE** to 99. It will take you a couple seconds to reach 99, and this timing is crucial.

The **PC** and **PLAYSTATION** versions differ in the exact Lemming you will use to **BASH** at *D*.

3. After the Lemmings reach the third golden block and turn towards where all the rest of the herd are walking, make the first and second Lemmings into **CLIMBERS** at *C*. Let them climb up and over the pathway the herd is crossing.

In the **PC** version, the third Lemming should then **BASH** at *D* and then *E*.

In the **PLAYSTATION** version, you should make the second **CLIMBER** Lemming into a **BASHER** at *E*, then wait until the Main Herd of Lemmings has crossed over point *A*, and then make whatever Lemming is at *D* into a **BASHER** as well. This will cause several Lemmings to turn around and perish, but you’d lose a lot more if you **BASHed** at the wrong time.



*Step 3. You want to make sure that all the Lemming Herd is safely on their way before you **BASH** away the path. This will take a few times to get right, trust me.*

4. Finally, whoever reaches *F* at the top of the fir tree should become a **DIGGER**. In a nerve-wracking piece of suspense, the Digger will just barely dig to a level plane with the oncoming mass of Lemmings before they cross over him and head into the exit. The bottom of the “trunk” of the tree is a half block, so the digger will stop digging and begin walking normally to the exit.

The extra 30 Lemmings will give you some slack in your timing, but if you’re too far off, it’s quite a tragic play time.

# LEVEL 39

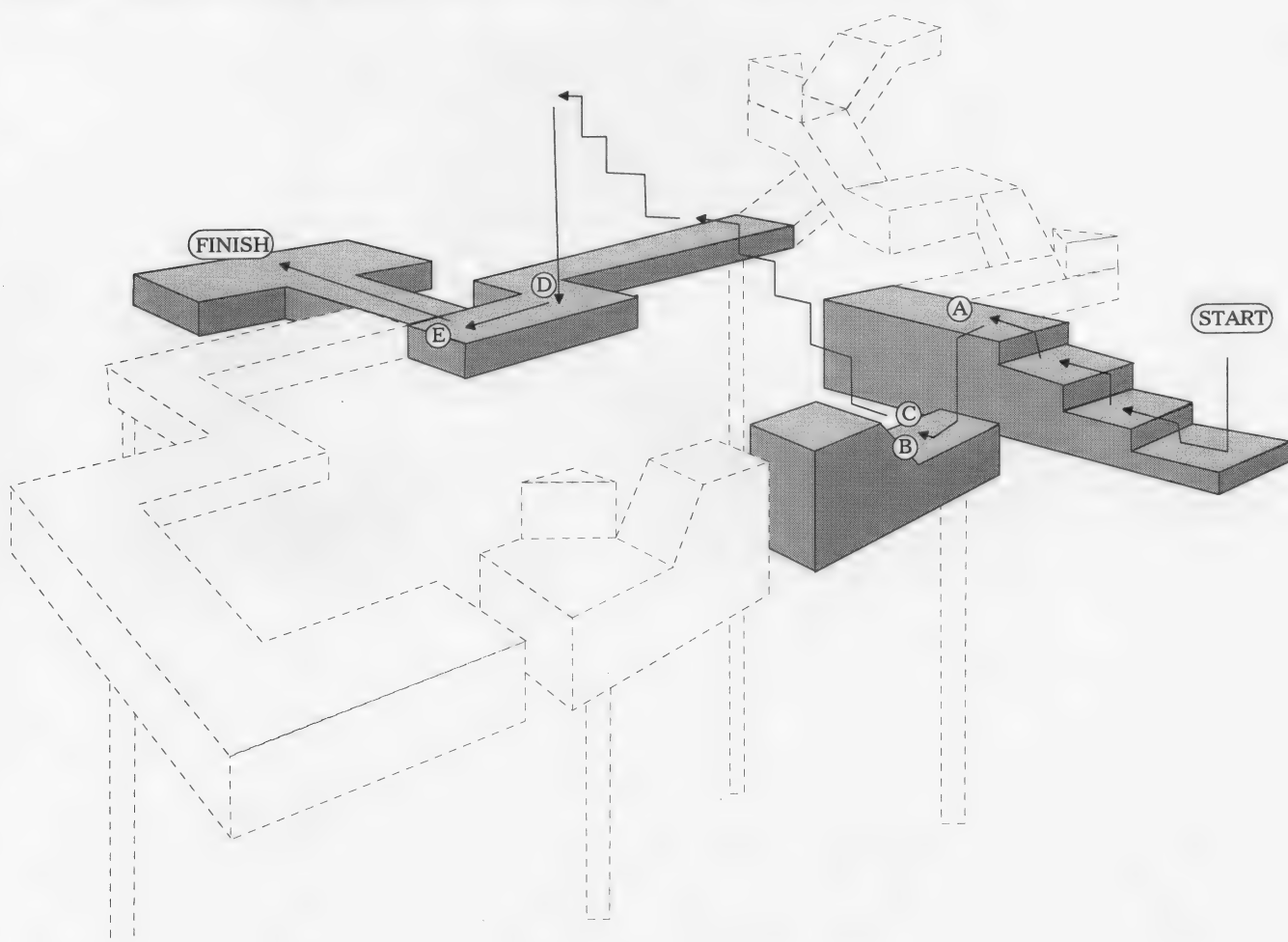
## STILT WALKERS

60 LEMMINGS  
30 TO BE SAVED  
RELEASE RATE 50  
TIME 10:00

### GOLF

PASSWORD:  
**ORGULOUS**

Oops! This one *might* be a little easier than the designers intended. This works greatly in your favor. Here, a well placed **BUILDER** will enable you to take a quick short cut over the gap between the entrance and the exit.



1. Place **TURNERS** at A and at B. The next Lemming to reach the edge at C should become a **BUILDER**.
2. This Lemming will need to build twice, but when he's finished with the second bridge, the fall to the other side will stun the little daredevils but not explode them.
3. Having done this, a couple of **TURNERS** at D and E and they're home free.



# LEVEL 40

## KING CODER'S TOMB

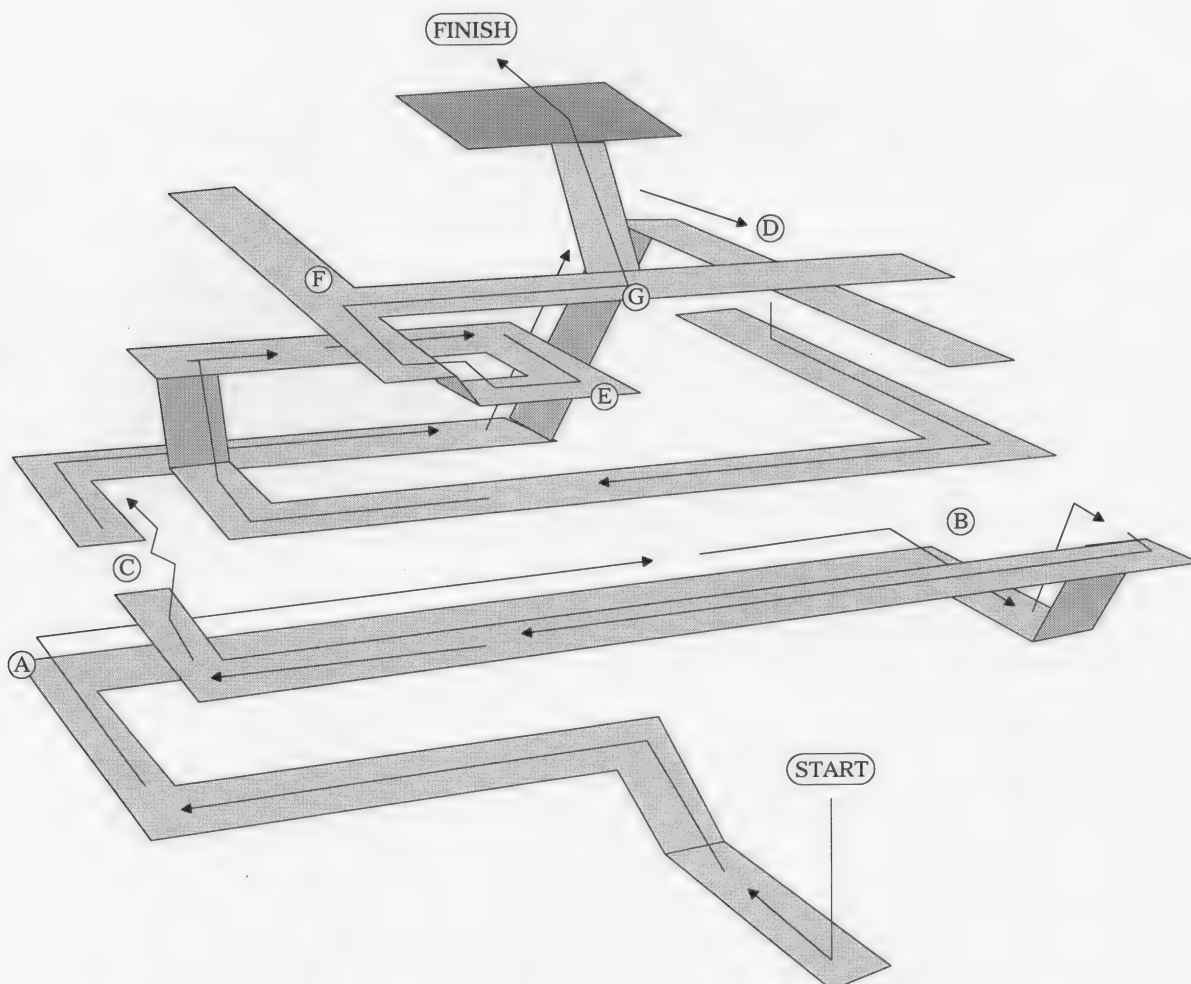
60 LEMMINGS  
50 TO BE SAVED  
RELEASE RATE 10  
TIME 10:00

**EGYPTIAN**

PASSWORD:

*DUNCEDOM*

The Lemmings start at the base of King Coder's Tomb and work their way slowly upwards, courtesy of a few well-placed **TURNERS**, one **BASHER**, and a slightly tricky **DIGGER**. What makes this level difficult is keeping your orientation right. Use the entrance with its easily-seen torches when you can. Watch for the gap at *B*, too, since that's no mirage!



1. Your Lemmings begin at the base of the pyramid, between the rows of torches. They'll walk up the ramp, and get turned to the left by the diagonal block. The many diagonal blocks and ramps on this level make your job a lot easier.
2. Change to **CAMERA 2**. You'll see the Lemmings come around the corner and walk along the side of the pyramid. Make the first Lemm to reach the tunnel with the three Lemming heads around it into a **TURNER**. This will aim the Lemmings through the heart of the tomb.
3. Switch to **CAMERA 3**. The expedition will walk down the tunnel towards you. Make the first Lemm to emerge into a **TURNER** to the left. Up they go onto a ramp. Switch back to **CAMERA 2** and wait. This would be a good time to **INCREASE RELEASE RATE** to 99.
4. After a while, the Lemmings will come around the right corner and head towards the gap over the tunnel. When a Lemming is a block or two before the gap, make him into a **BUILDER**, around *C*. He'll build over the gap and the ascent continues.
5. Switch back to **CAMERA 3** and bring the camera up to where there is a small bridge from a ramp. The bridge will end in a block. When a Lemming comes up the ramp and turns to the left, make him a **DIGGER** anywhere along this side (Do it at *D* if you're not feeling creative). The two lemmings behind him will escape, but don't worry. They're safe. The digger will dig down through the block and drop down.
6. Your job is almost finished, believe it or not! Switch to **CAMERA 1** again. The Lemmings will eventually arrive out of the tunnel three blocks down from the exit. Make the first Lemming a **TURNER** to the left at *E*. (Sound Familiar?) Up the ramp to the left, then make two more turners at *F* and *G* to complete the mysteries of King Coder's Tomb.

# LEVEL 41

## SPAGHETTI JUNCTION

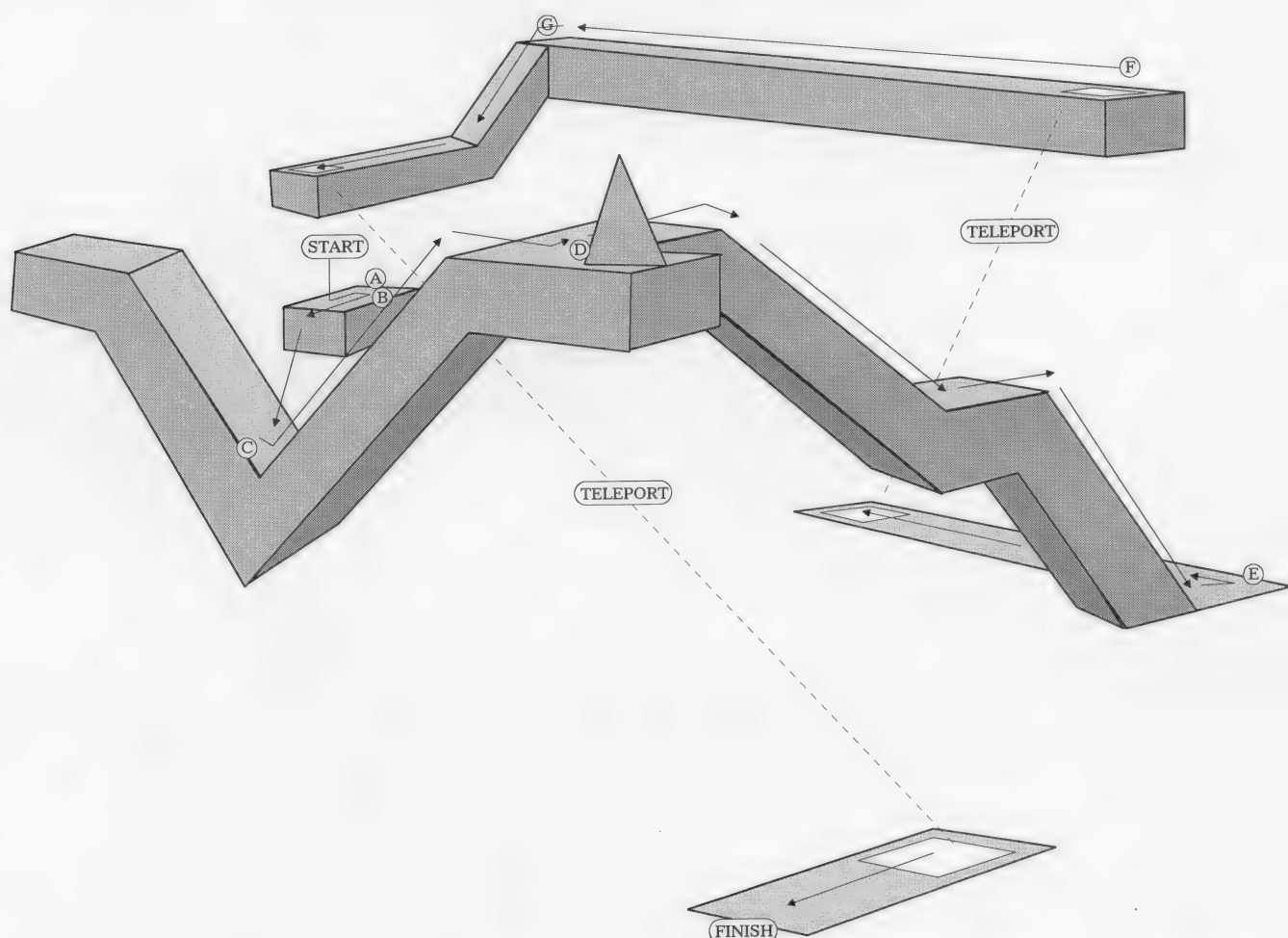
80 LEMMINGS  
60 TO BE SAVED  
RELEASE RATE 50  
TIME 10:00

### FOREST

PASSWORD:  
*CABOCEER*

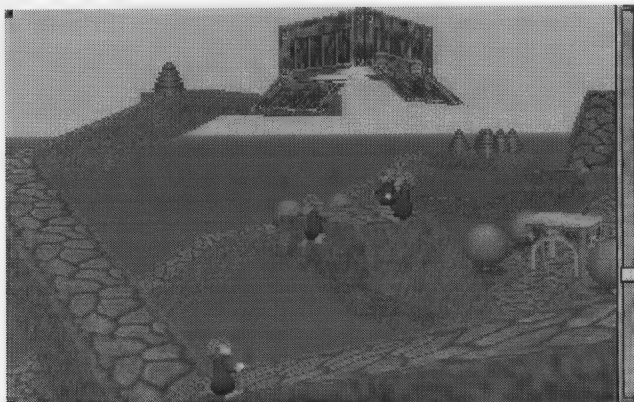
The first of the Taxing levels consists of a ton of teleporters and pathways leading every which way, and you with just a bunch of **TURNERS** to guide the Lemmings to the home. Of course, there's the slight matter of the 4-way **SPLITTER BLOCK** that sends these Lemms in random directions...

As it turns out, you can avoid the junction entirely with a few quick **TURNERS** at the entrance. After that, a piece of cake!



1. Make the first Lemming to come out of the entrance into a **TURNER**, at *A*. When the next Lemm comes out and turns towards the edge, make him a **TURNER** at *B* aiming back at the entrance!

2. The third Lemm will come out, do a 180, walk past the entrance and fall down to the diagonal ramp behind the entrance at *C*. When he does, make him a **TURNER** aimed to his left.



*By just using two **TURNERS** to make the Lemmings go the other way when they come out of the entrance, and a third **TURNER** to send them up the ramp, you avoid the four-way splitter block completely! Little miracles.*

3. The Lemmings will walk up the ramp. Put a **TURNER** at the corner, at *D*, to send them down the tall ramp.
4. Down the tall ramp, to *E*, where you put a **TURNER** and send them towards a teleporter.
5. The Lemmings teleport up to *F*. Make the first Lemming to reach *G* into a **TURNER** and send the Lemmings into the Teleporter home.

Remember not to increase the release rate! Otherwise, the **TELEPORTERS** won't be able to handle the Lemming Load.

# LEVEL 42

## PICKY PLATFORM

80 LEMMINGS

60 TO BE SAVED

RELEASE RATE 50

TIME 8:00

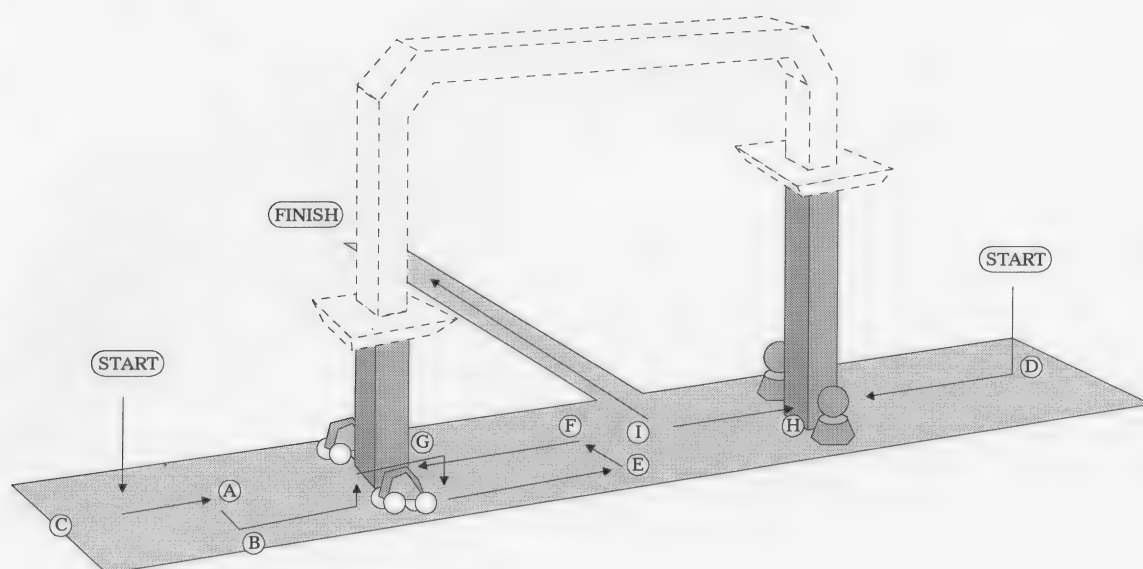
**CIRCUS**

PASSWORD:

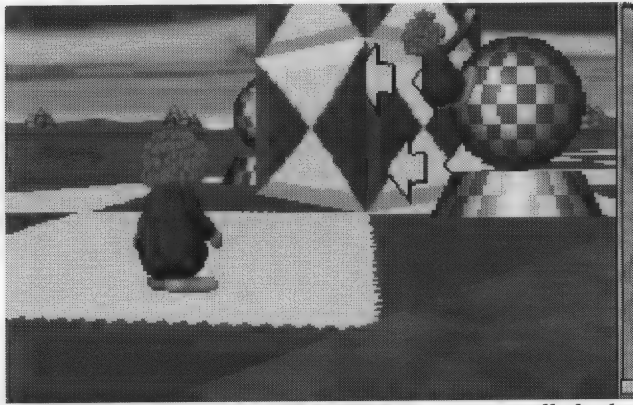
GEROPIGA

There's jugglers, high floating platforms, and a spectacular arch on this level, but there's no need to pay attention to *any* of them! While your first thought might be to try and climb/bomb through the platforms above, it's much easier (and actually possible) to go *around* the arch with turners and then bash through the one-way blocks.

This solution works from the side of the arch with the clown cars, but this level can be solved from either side.



1. The Lemmings drop out of the entrance and start walking towards the arch. Make the first Lemming a **TURNER** around **A**. Make the next Lemming a **TURNER** at **B**. You want just three Lemmings to be turned at **A**. Make these three Lemmings into **CLIMBERS** and **BOMB** the turner Lemming at **A**. This lets the rest of the Lemmings bounce off the arch.
2. While the three climber Lemmings climb over the clown car and walk along the near edge of the level, make Lemmings at **C** and **D** into **BLOCKERS**. Using the **PAWS** or switching between **CAMERA 1** and **CAMERA 2** will help you get the timing down. The majority of Lemmings are now walking between the blockers and the one-way blocks on the arch.



*Step 2. Believe it or not, the **CLIMBER** Lemmings will climb over the clown cars and the balls with ease.*

3. Switching your attention to the Lemmings in the center of the level, make the first Lemming into a **TURNER** at *E*, aiming towards the exit. You're not going there yet, however. The next Lemming will turn and walk towards the exit. Make him a **TURNER** at *F*, aiming the last of the three Lemmings back towards the one-way block.
4. **BASH** through the one-way block at *G*, freeing the Lemmings on the left side of the Platform. The newly freed Lemms will walk across the level to the other one-way block. Make the first Lemming to arrive at *H* **BASH** through the one-way block, freeing the other Lemming party.
5. Now all that's left to do is make the Lemming of your choice a **TURNER** at *I*, sending the Lemmings home.



# LEVEL 43

## LET THE RACE BEGIN

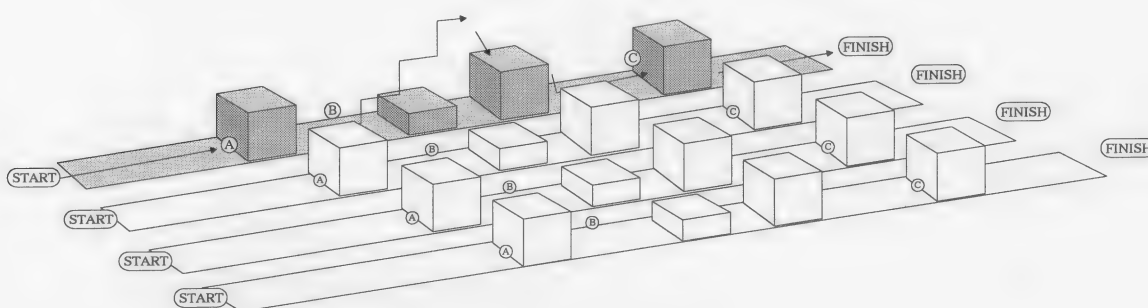
80 LEMMINGS  
60 TO BE SAVED  
RELEASE RATE 50  
TIME 5:00

# ARMY

PASSWORD:

BONTEBOK

The key to this level is proper timing; each “racing lane” would be simple enough on its own, but you have to click on the right Lemming at the right time. Other than that, it’s a breeze.



1. There are four entrances, and they all release Lemmings at the same time. Move the camera to a side view, preferably the right side so you can see all four lanes clearly.
2. Starting from the left (far) side, make the first Lemming in each line into a **BOMBER** such that he blows up at the base of the first block, *A*, clearing the way. The timing here is critical. By clicking on the far Lemming, then clicking on each lane in turn, you should do all four lanes easily.
3. One grid square behind the half-cube in each lane, at about *B*, make the first Lemming into a **BUILDER**. If this is done correctly, each builder Lemming will clear both the half block and drop down onto the cube. The timing here is even *more* critical, because a bridge built too soon or too late won't let the Lemms clear that second cube.
4. Finally, make each of the remaining head Lemming **BASHERS** at *C* to get to the finish line.

# LEVEL 44

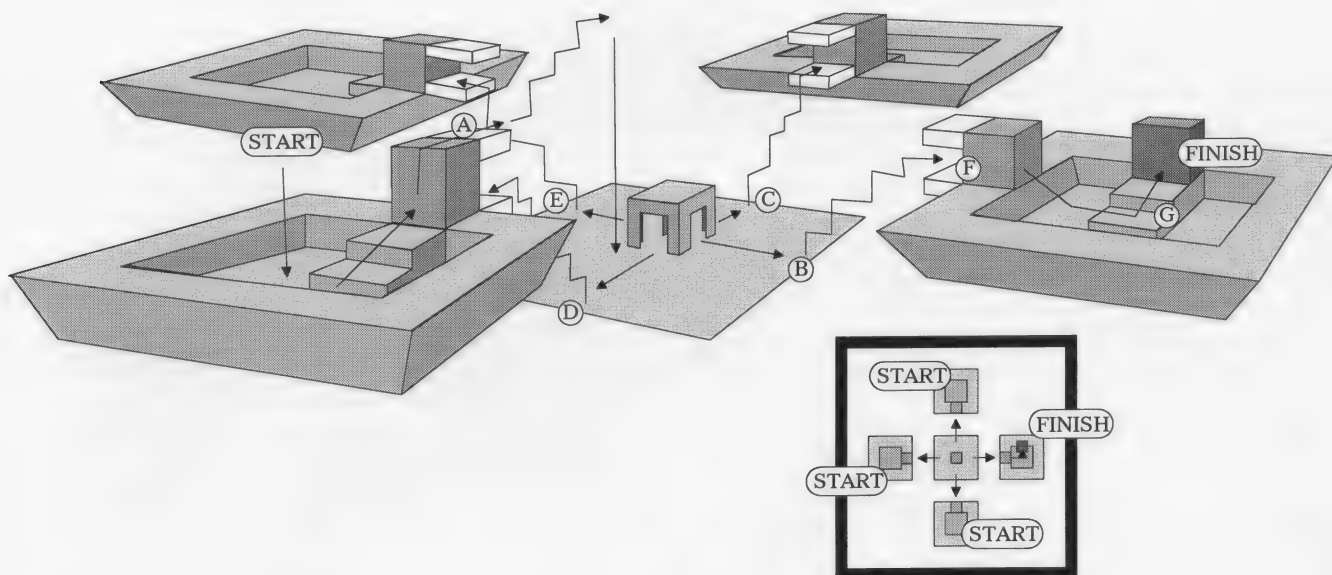
## POLES APART

80 LEMMINGS  
60 TO BE SAVED  
RELEASE RATE 30  
TIME 10:00

# LEMCO

PASSWORD:  
EMPYREAL

All around, this is a elegant, good-looking level with a nice theme. Four platforms are facing each other, each with a large magnet attached to it. (The magnets don't *do* anything, but they look neat). In the center is a four-way splitter to juice things up a bit. In the case of this level, one Lemming does all the hard work, ultimately becoming a **TURNER** and guiding the rest out.



1. Choose a Lemming, any Lemming. Make sure he's heading *towards* a "magnet" and not away. Make him a **CLIMBER** and a **FLOATER** (an **ATHLETE**). He'll climb up the magnet and walk to the white edge. Make him **BUILD** there, at A. He'll build a bridge over to the island in the middle, then float down safely to it.
2. Each time this athlete walks to an edge, at B, C, D, and E, make him into a **BUILDER**. He'll build up right to the other "Magnets", attempt to climb them, and turn around. Eventually, there'll be bridges to all four of the Magnets.
3. When he finally climbs up to the platform with the exit, make him into a **BASHER** at F. He'll bash through and start to walk by the exit at which point you should make him a **TURNER**, at G.
4. This done, it's just a matter of bashing through the magnets. **HIGHLIGHT LEMMING** to find a Lemming going in the right direction on each of the three remaining platforms, and make these Lemmings **BASH** through the magnets. Then, sit back and watch them eventually get to the waiting turner and the exit. Like all levels with a four-way splitter, this can take some time.

A very nice level.. Almost... attractive.

# LEVEL 45

## 3D - A LEMMING ODDSESSY

80 LEMMINGS

60 TO BE SAVED

RELEASE RATE 50

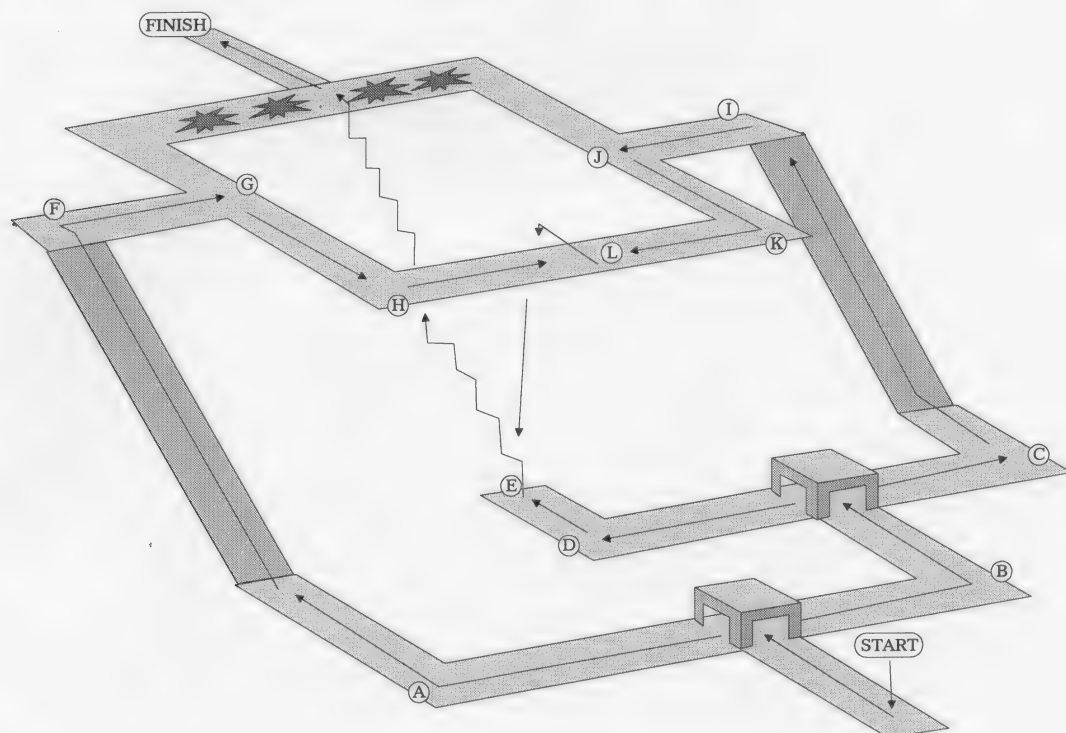
TIME 10:00

# SPACE

PASSWORD:

LANGLAUF

There are two main barriers to the Lemmings reaching the escape pod on this level. First, there's two sets of **SPLITTER BLOCKS** to annoy you, and second, there's the small matter of the 4 aliens that are lurking on either side of the corridor leading to the exit. Obviously, direct steering to the exit won't work, but the clever use of a **BUILDER** and the tons of **TURNERS** you have will make things easier. The other major factor to keep in mind is, like all the Space levels, you can get real lost, real quick. Use the map and look for landmarks.



1. The Lemms come out of the entrance and go right into a **SPLITTER BLOCK**. If they enter this splitter block again from either side, half of them will be turned right into a pool of Lava. This is bad. Very bad. Instead, zoom over to *A* (there's a sign that says LEVEL 01 LEVEL over it) and make the first Lemming to reach this corner into a **TURNER** to his right. Then, **PAWS**. You're turning all these Lemmings up into a wall for the moment, so we can move on.
2. You don't *have* to pause because the breathing room of 20 Lemmings in this level will give you plenty of slack, but you might as well save all you can. Make the next Lemming available into a **TURNER** at *B*. Now the first Splitter has been mollified. You're right next to the second one.
3. Make the first Lemming to get to *C* into another **TURNER**. Once again, they're being turned into a wall that's up the Ramp and you're golden.

4. You should then go to *D* and put a **TURNER** here, turning the Lemmings towards a pool of lava. This will demand your immediate attention. When a Lemm reaches *E*, the edge of the lava, make him into a **BUILDER**. When he stops, make him a **BUILDER** again. He'll build all the way to the exit.
5. You're up inside a large chamber with the bridge and the exit. To your left and right, Lemmings will be hitting the walls, turning around, and walking down the ramp. You can deal with them in either order, but for this one, we'll put a **TURNER** at *F*, and then **TURNERS** at *G* and *H*. Now the Lemmings are walking along the opposite side of the room from the exit. Do this same set of turns on the other side, with **TURNERS** at *I*, *J*, and *K*. Now there's a *lot* of Lemmings walking along the back wall. Put a **TURNER** at *L* right at the point above the bridge you built. Before, these Lemmings would have fallen to their demise, but the convenient bridge you built is *just* high enough that they'll get back up and walk to freedom.

# LEVEL 46

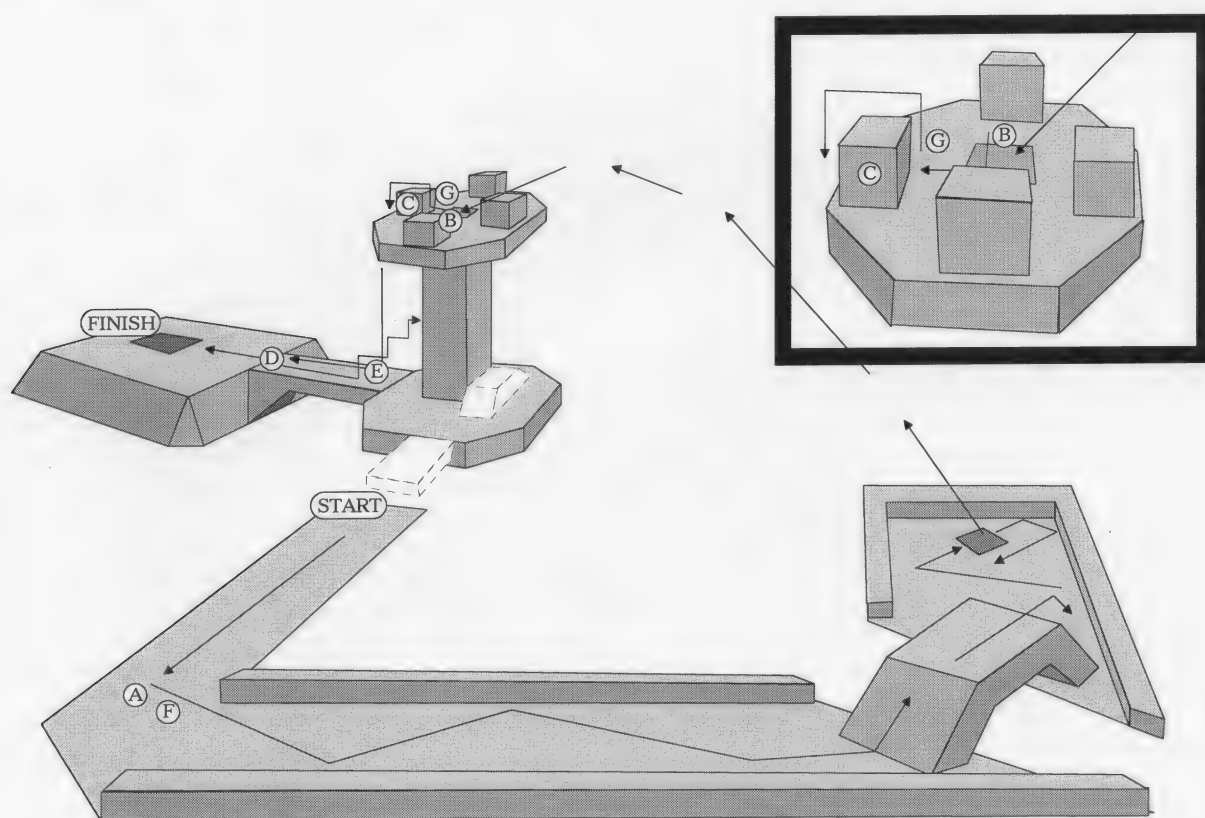
## RICOCHET

40 LEMMINGS  
36 TO BE SAVED  
RELEASE RATE 60  
TIME 10:00

# GOLF

PASSWORD:  
NANNYGAI

Turners are the heroes of the day on this level, and as long as you can keep a good grip on the spring, you can get through this level pretty easily.



1. The Lemmings will come out and walk in front of the checkerboard pathway. Put a **TURNER** at *A*, so that the Lemmings get turned towards the *second* white block from the right.
2. The Lemmings will bounce back and forth a few times (hence the name of the level!), go over the small wooden bridge, and make their way to the spring. They'll start to spring up to the high platform near the exit. *Not all of them will spring up*, but we'll deal with this fact in a moment.
3. Switch to **CAMERA 3** and position yourself so you can see the landing target. Make the first Lemming to land into a **TURNER** at *B*, so that the Lemmings that come afterward will be turned towards the direction of the exit and head towards the block marked *C*.

4. Make the next two Lemmings to land up here into **CLIMBERS** and **FLOATERS** as they walk towards the Metal Block at *C*. They'll climb over the blocks and float down to the second wooden bridge.
5. The first of these two Lemms to reach *D* should become a **BLOCKER**. When the second Lemming turns around and reaches the other side of the bridge, make him a **BUILDER** at *E*. **BOMB** the Blocker at *D*. Because you have him on the far end of the bridge, he won't blow a hole clear through to the water.
6. Meanwhile, back at the beginning of this level, there's a little task you have to go check on. You see, the spring that you used to get to the high platform has been receiving twice as many Lemmings as it can handle, and so half the Lemmings are walking back to the water. Zoom over to about *F*, make the Lemming at the head of the line into a **BLOCKER**, and that little disaster is averted nicely.
7. After the builder has finished his bridge (he'll actually build *into* the yellow girder and climb a little before turning around) make a random Lemming a **DIGGER** at *G*. This will send a small waterfall of Lemmings down onto the bridge and to the exit.

If *any* Lemmings perish besides the Blocker, then the Level won't be solved. This will become more and more of a common trait in the Taxing and Mayhem levels.



# LEVEL 47

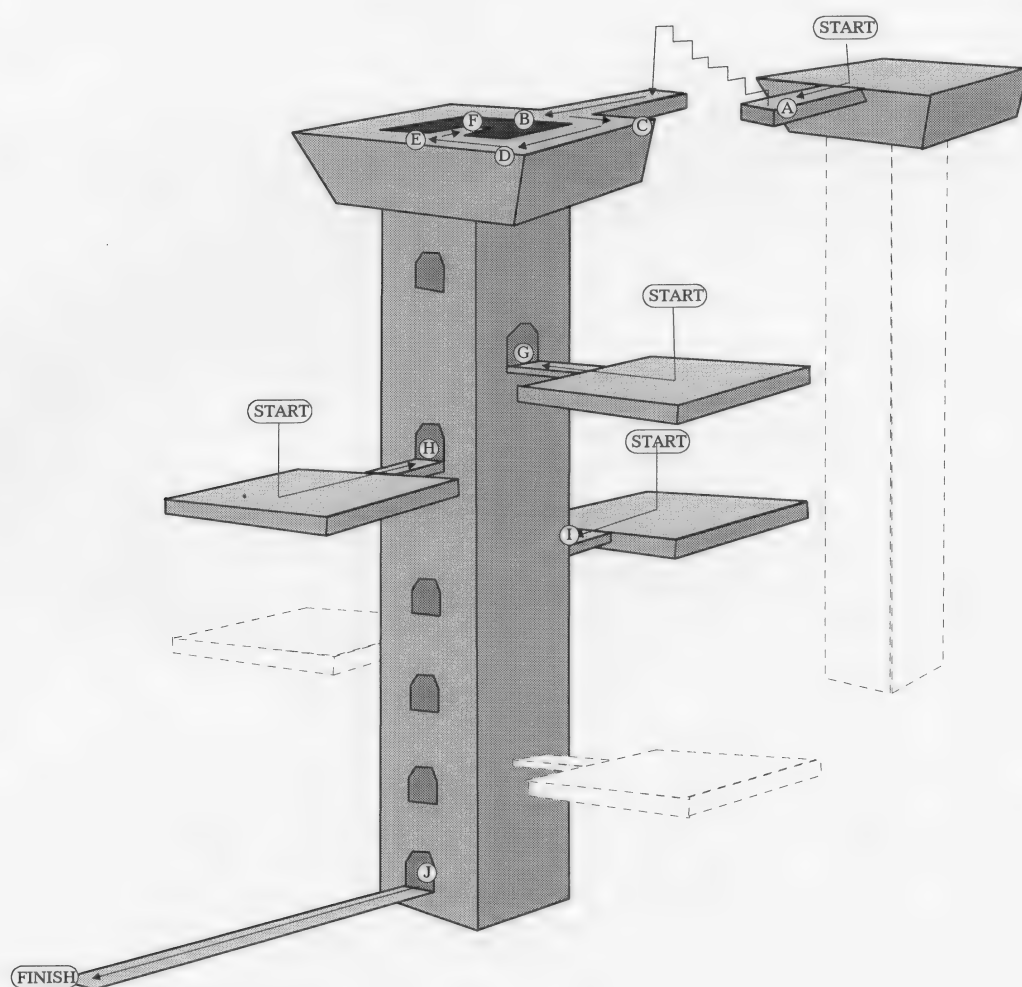
## IF THE TIMING IS RIGHT

80 LEMMINGS  
70 TO BE SAVED  
RELEASE RATE 20  
TIME 7:30

# MEDIEVAL

PASSWORD:  
SARATOGA

This level bears a striking resemblance to Level 16, "Down the Middle We Go". However, the addition of three more sets of Lemming Entrances makes this level much tougher, as we'll see in a moment. The timing really *is* the key factor here.



1. Have the first Lemming to reach **A BUILD** so that the first segment of the bridge hangs over the edge. This will bridge the gap.
2. Put a **TURNER** at **B**, then another at **C**. At this point, you should **INCREASE RELEASE RATE** to **99**.

3. Place **TURNERS** at *D* and *E* to send the pack into the middle of the second tower. Now the fun begins. Make the first Lemming to reach *F* into a **DIGGER**. He'll begin digging down, and the massive herd of Lemmings will be on its way to falling into that hole.
4. Move down a little. You'll see the next level of Lemmings that have come out of a second entrance on this tower, and a small window in the tower itself. Wait until you actually see the Lemming digging down past this window. Wait until the Lemming is *well past* this window, and when I say that, I mean about 10 full seconds on the timer after the Lemming disappears below the horizontal line of the window. Then, **BASH** at *G* to send the second set of Lemmings into the hole that's been dug.
5. Do this twice more at *H* and *I*: wait until the mass of Lemmings goes by the window, and then **BASH** through the tower from the outside.
6. The Lemmings will soon come streaming out of the tower and out to the exit. But the work's not done! See, the second and fourth set of Lemmings went into the tower in the wrong direction, and are now bouncing back and forth at the bottom. Place a **TURNER** at *J* and you'll send them out to the exit as well.

This is a tough level to get right the first time. **REPLAY** is your friend.

# LEVEL 48

## RESCUE TEAM

80 LEMMINGS

65 TO BE SAVED

RELEASE RATE 50

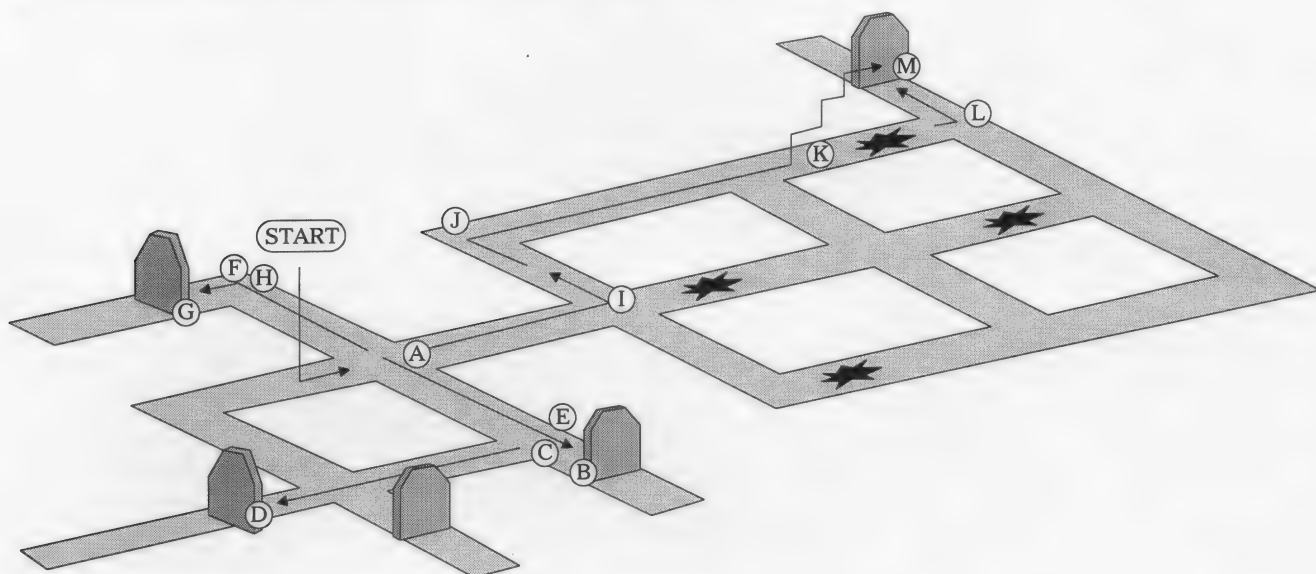
TIME 8:00

**SPACE**

PASSWORD:

*QUINTAIN*

At first, it looks like you just have to find the exit. At second, it looks like there's Lemmings trapped behind the different "Cell Blocks" and you have to free them. On *third*, Cell Block #2 has no Lemmings coming out, so you can completely ignore it. And on fourth, There's the matter of only having one builder...



1. Make the first Lemming into a **TURNER** at A to his right, towards B.
2. Switch to **CAMERA 2**. You'll be facing the first cell door. Make the first Lemming to reach B into a **BASHER** to free the first group. Make the next available Lemming into a **TURNER** at C such that he will be aiming Lemmings towards D. By putting him on the side closest to the first cell door, you won't have to blow him up later.
3. **BASH** through the Third Cell Door at D. Two sets of trapped Lemmings free, one to go. Make any of the freed Lemmings into a **TURNER** at E and send them back towards A.
4. A well-placed **TURNER** at F (you may have to use **HIGHLIGHT LEMMING** to pick one out of the crowd) will send Lemmings towards Cell Block 4. Make the first Lemming to reach G into a **BASHER** and free the last of the trapped teams. Then put a **TURNER** at H to guide these freed Lemms back towards A.
5. Make the **TURNER** at A into a **BOMBER** to get him out of the way. Then, it's simply a matter of **TURNERS** at I, J, a **BUILDER** to bridge over the Alien at K, and a **TURNER** at L. Finally, **BASH** through Cell Block "C" at M to get the Rescue Team out of there. (Cell blocks 1, 2, 3, 4, and C? Who numbered these things?)

# LEVEL 49

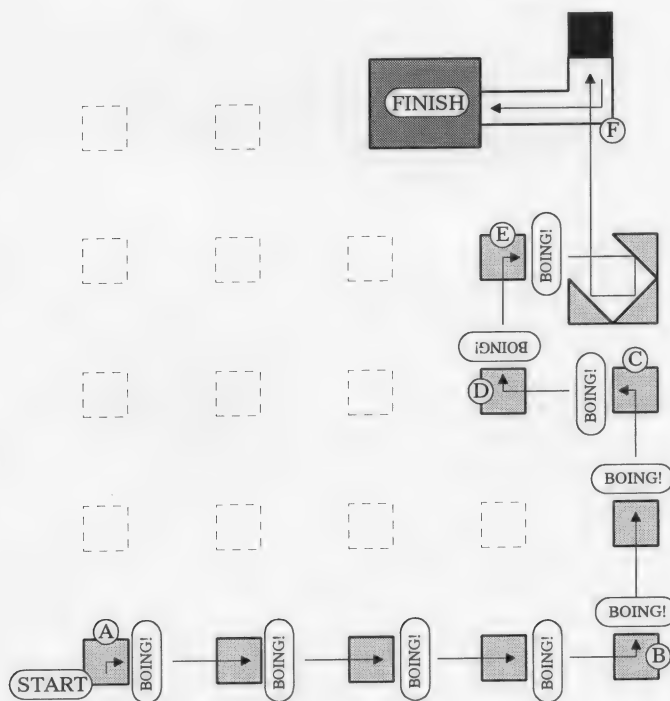
## WHICH TRAMPOLINE?

80 LEMMINGS  
72 TO BE SAVED  
RELEASE RATE 50  
TIME 7:00

# CIRCUS

PASSWORD:  
MUSQUASH

Quite a daunting level, with so many possible trampolines to jump on! Luckily, there's a bit of a "code" in the colors of the trampolines below. Red trampolines will bounce the Lemmings the appropriate height back to the next platform, but blue ones will not! You just have to negotiate the Trampolines appropriately; however, as you might notice from the diagram, this isn't much of a problem.



1. Make the first Lemming to come out of the entrance a **TURNER** to his right, at **A**. Do it before he falls and begins bouncing!
2. The Lemmings will bounce merrily along the trampolines to the end of the row. At this last square, make the first Lemming to land up by **B** into a **TURNER** to his left.
3. A few more bounces, and you should put a **TURNER** at **C** to the left. One bounce, then a **TURNER** at **D** to the right, and at **E**, one last **TURNER**. The Lemmings will then bounce off the three extremely well-designed columns in the corner and land near the exit.
4. Finally, wait until a Lemming has turned around and then make him a **TURNER** at **F** to put the Lemmings under the Little Top.

# LEVEL 50

## IT'S THE NAME OF THE GAME

80 LEMMINGS

56 TO BE SAVED

RELEASE RATE 89

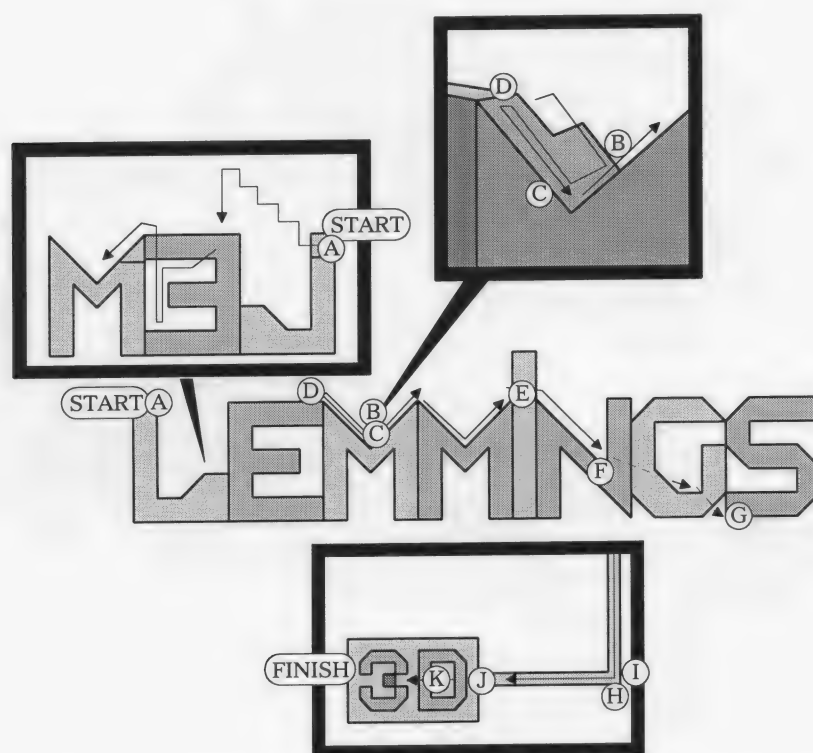
TIME 8:00

LEMCO

PASSWORD:

ZOMBORUK

It certainly is! Larger than Lemming Life, the words "LEMMINGS 3D" are laid out for you to push the little guys through. This is actually easier than it might initially seem, as long as you keep a good tail on them and you've got a hair trigger when it comes to turners.



1. Make the first Lemming to come out of the Entrance into a **BUILDER**, at A. This will cost you four Lemmings, but it's worth it. You may find it tough to get over to the right angle to make the Lemming into a builder in time, but it can be done.
2. The Lemming will build to the top of the "E". Move to **CAMERA 2**. This is the tricky part. You want to move all the Lemmings from the back part of the letters to the front part. To do this, make the first Lemming to reach B on the purple letter "M" into a **TURNER** to his right. *Immediately afterwards*, make the next Lemming to reach C into a **TURNER** to his right, *towards* the "E"! Once again, **TOWARDS** the "E".
3. Now make the head of the Lemmings into a **BLOCKER** around D. The reason for doing this is so you don't have to worry about any Lemmings doubling back and spoiling your score, not to mention their existence.

4. The Lemmings will turn around and start walking across the letters. Zoom your camera around so you're facing the word "LEMMINGS" the right way again. The next action you have to take is at *E*, between the letters "N" and "G". The first Lemming to reach this point should **BASH** through. Lemmings will turn around, but since you've blocked off their escape, there's no stress.
5. Make the first Lemming to reach the bottom of the "G", around point *F*, into a **MINER**. This will mine a diagonal path down to the red path next to the big "S". At this point, **HIGHLIGHT LEMMING** becomes your best friend.
6. **HIGHLIGHT** a Lemming that's fallen into the gap between the "G" and the "S" and make him a **TURNER** on the right side of the gap, at *G*. This will send the Lemms down the red path towards the big "3D". Turn off **HIGHLIGHT LEMMING** and instead make the first Lemming to reach the corner into a **TURNER**, at *H*, and send the Lemco towards the "3D".
7. **HIGHLIGHT** the Lemming at the front of the line. You'll thank me later. After he bounces off the "3D" and heads back through the thick crowd of Lemmings, make him a **TURNER** right at the end, at *I*, so the Lemmings head back towards the "LEMMINGS" and are now unable to fall off the red path at any time. You can thank me now.
8. **HIGHLIGHT** yet *another* Lemming and make him into a **BOMBER** at *J*, so that he blows a hole in the side of the "3D". Finally, **HIGHLIGHT** one last Lemming and have him **BASH** through the wall at *K*.

And that's the name of THAT game....



# LEVEL 51

## CHAOS MAZE

80 LEMMINGS

50 TO BE SAVED

RELEASE RATE 50

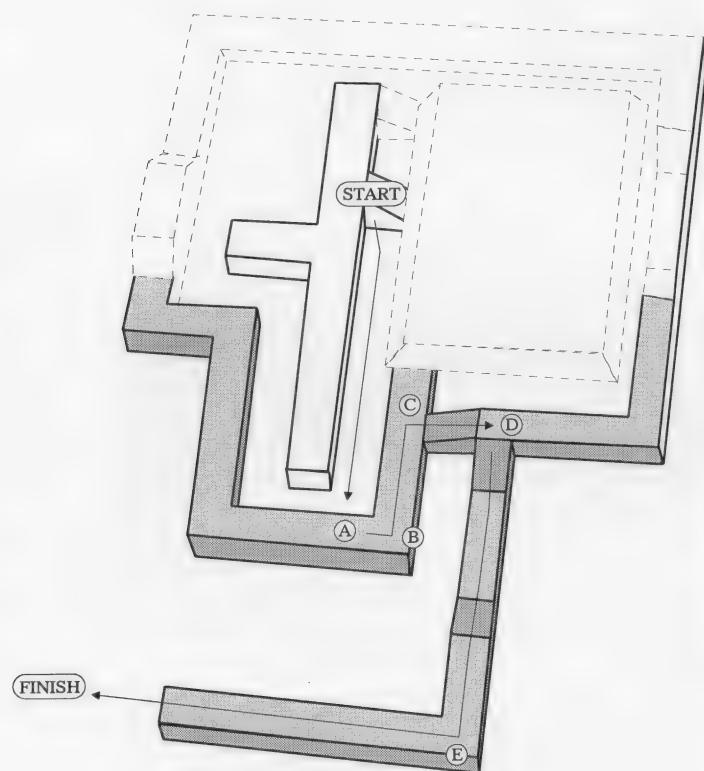
TIME 10:00

## FOREST

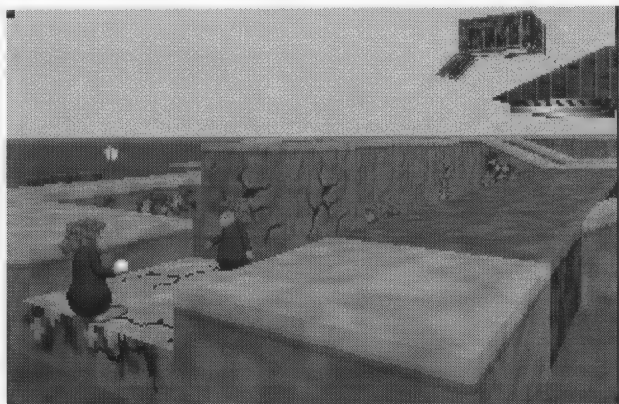
PASSWORD:

SKILLING

The most noticeable feature about this level in the preview is the massive wooden construction hanging over the entire affair. This machine has a six-pack of stompers that cause a Lemming an unwanted demise when walked under. Luckily, a quick set of Lemming Manipulation will make this Level a piece of pie.



1. Make the first Lemming out of the entrance into a **CLIMBER**. He'll climb up the first wall he meets. Once he's walking again, make him a **DIGGER** at A.



First a **CLIMBER**, then a **DIGGER**, then a **TURNER**. A lot of work for one Lemming, but it makes this level a breeze.

2. Let this digger break through the first *half* of the block. As he's starting to dig through the second half, make him a **TURNER** to his left. He'll stop digging and become a **TURNER** instead, and will have conveniently made a stair-step up to the stone wall.
3. Put **TURNERS** at B, C, D, and E and the Lemming Brigade is home free.

This just goes to show that sometimes a level is *much* easier than it initially appears, as long as you try a little experimentation. This trick of turning a **DIGGER** into a **TURNER** will come in handy in later levels.

# LEVEL 52

## TEAM WORK

80 LEMMINGS

79 TO BE SAVED

RELEASE RATE 90

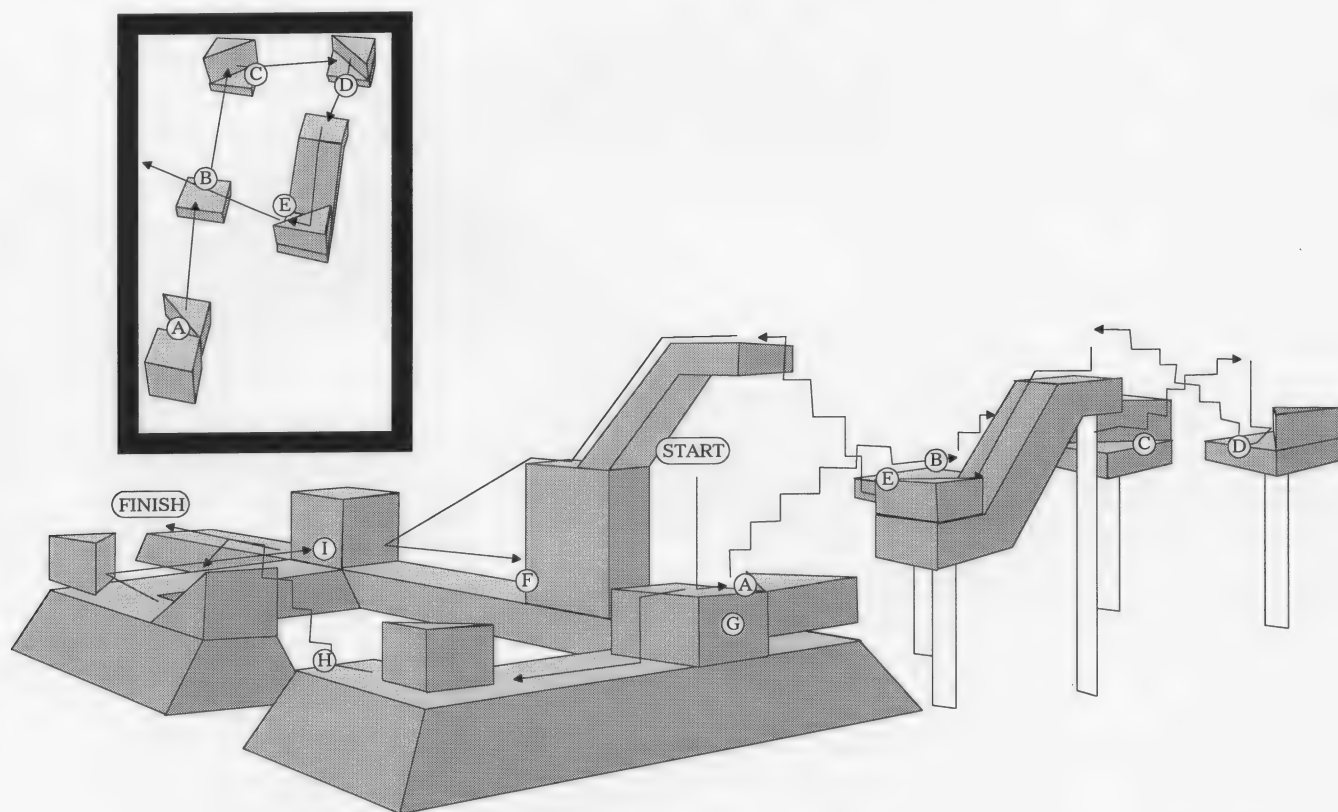
TIME 6:00

**ARMY**

PASSWORD:

WOBEGONE

The title refers to a solution where you use two Lemmings to do tasks at the same time, but a good use of **HIGHLIGHT LEMMING** will get you through the level with just one. The most important factor is that you have to rescue 79 of the 80 Lemmings, so you only have one to spare. This one happens to be the Lemming you use to do all the work. Isn't that how it always is?



1. Let all the Lemmings come out until the very last one, the 80th. Make this last Lemming a **BUILDER**. He'll begin building at A to the next platform.
2. Each time the Lemming finishes building and walks to the edge of a wooden block, make him a **BUILDER** at B, C, D, and finally off the stone platform at E.
3. Let this Lemming walk down the stone and take the **ROPE SLIDE** to the ground. Wait until he bounces off the far wall and walks under the rope slide to the one-way block holding the other Lemmings back. At F, make him into a **BASHER**. After doing this, make him a **CLIMBER** as well.

4. He'll walk through the crowd of other Lemmings now freed, bounce off the turner block at the corner and begin climbing at *G*.
5. At the edge of the water at *H*, make him a **BUILDER**. He'll build over the gap and begin walking again.
6. Finally, **BASH** through the wall at *I*, and the rest of the Lemmings will be released into the exit. However, your chosen Lemming will perish after doing all this work. You know, I've had jobs like that.

# LEVEL 53

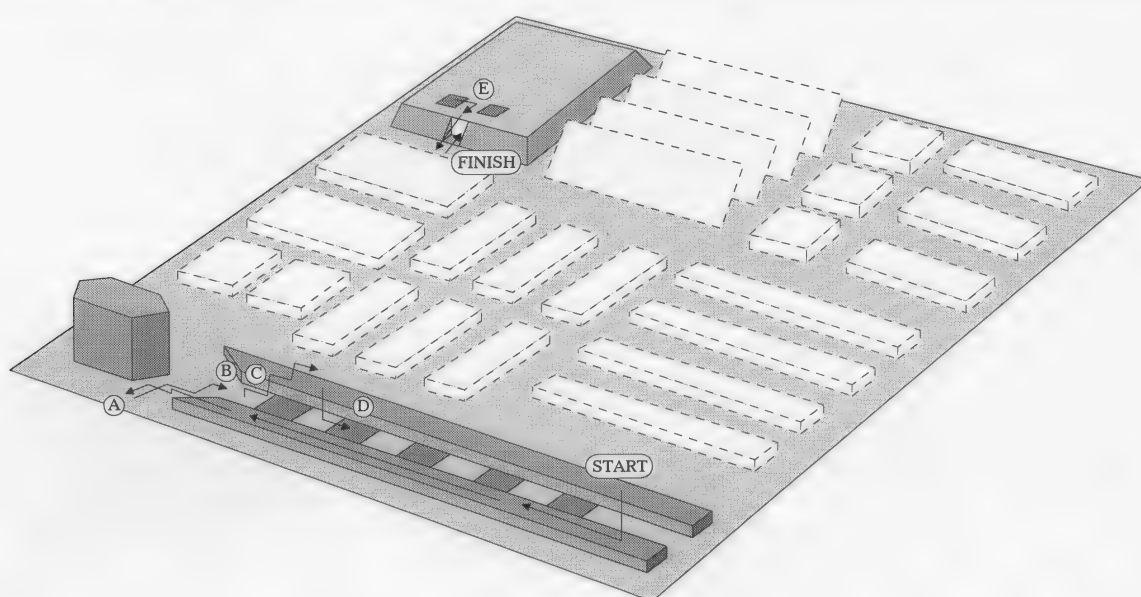
## MOTHERBOARD

80 LEMMINGS  
60 TO BE SAVED  
RELEASE RATE 75  
TIME 10:00

## COMPUTER

PASSWORD:  
BINDIEYE

The Motherboard has been packed with a dozen teleporters placed in the most frustrating of areas. Add the fact that you only have *TWO* TURNERS to guide the Lemmings, and we're talking one hair-pulling circuit board. Luckily, the solution is very simple and relies on the fact that Lemmings will consistently come out of a teleporter based on what direction they enter it.



1. Once they drop out of the entrance, the CyberLemmings travel along the circuit board, passing 5 teleporters to their right. Let them walk all the way to the end of the raised pathway.
2. Once they reach the end, they'll bounce off the power supply and turn 90 degrees to the left. Make the first Lemming to reach the edge (or close to it) into a **BLOCKER**, at about A. This'll turn the others around.
3. The Lemmings will bounce off the power supply, then off the raised platform, and will then be heading towards the right. Make the head Lemming into a **TURNER** at B and aim the Lemmings down towards the 5 teleporters.
4. Let's save an hour right now and tell you that the Teleporter you want is the second one from the power supply. As soon as a Lemming is aimed towards the teleporters, make him a **BUILDER** at C. He'll build a bridge over the first teleporter and stop so that a steady stream of Lemmings go into the Teleporter at D in the right direction. *Don't turn up the Release Rate!* The Teleporters can't take too many Lemmings at once, and the other teleporters in this area don't exactly lead to the most Lemming-Friendly areas.



*As long as you know to send the Lemmings to the second teleporter, the whole level becomes stunningly easy. Don't you wish it was always that way?*

5. Finally, zoom over to the Exit. Lemmings will come out of the teleporter on the far edge. Make the first Lemming to come out into a **TURNER** at *E*, and send the charge *through* the Exit sign! (It doesn't get in the way). The Lemms will drop down, hit the chip, and turn around towards the exit.

# LEVEL 54

## AWAY TEAM

80 LEMMINGS

74 TO BE SAVED

RELEASE RATE 55

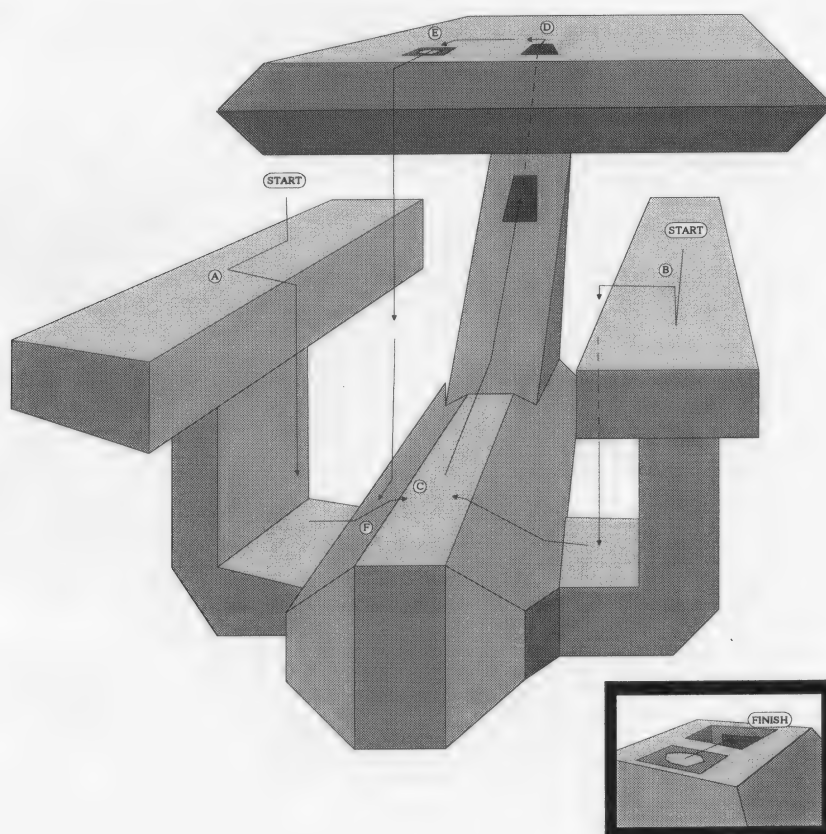
TIME 7:00

**LEMCO**

PASSWORD:  
FRAXINUS

"To boldly go where no Lemming has gone before." I can't put my finger on it, but this level reminds me of some old TV show from the 60's. Hmm. Oh, I've got it! *Hee-Haw!* Except in space.

Anyway, you have to get the Lemmings to the planet by way of a teleporter located up on the top of the ship, and there's two entrances. However, you only have six **TURNERS** to use to your best advantage.



1. When the Level starts, you're lined up across the tail of the ship with both entrances in sight. What you want to do is line both sets of Lemmings down the same line. So, at both *A* and *B*, make Lemmings **TURNERS** turned towards the center of the ship.
2. The Lemmings will fall down, be stunned, and start walking again. Make the first Lemming to reach the center "spine" of the ship at *C* into a **TURNER** aimed towards the front of the ship. *You only want one turner here.* This becomes apparent shortly.



3. The line of Lemmings will walk up a red ramp through to the “top” of the ship. Place two **TURNERS** at *D* and *E* to turn the line around and aim them into the **TELEPORTER**. Mercifully, the Lemmings come out of the teleport in the exact right direction towards the exit.
4. It may seem like the Level is solved, but it’s not! As it turns out, the stream of Lemmings coming up the ramp and going over the teleporter will overwhelm the teleporter eventually, and they’ll start walking over and dropping back down to the body of the ship. So, place a **TURNER** Lemming at *F* to send these errant troops back into the Line to be teleported down.

# LEVEL 55

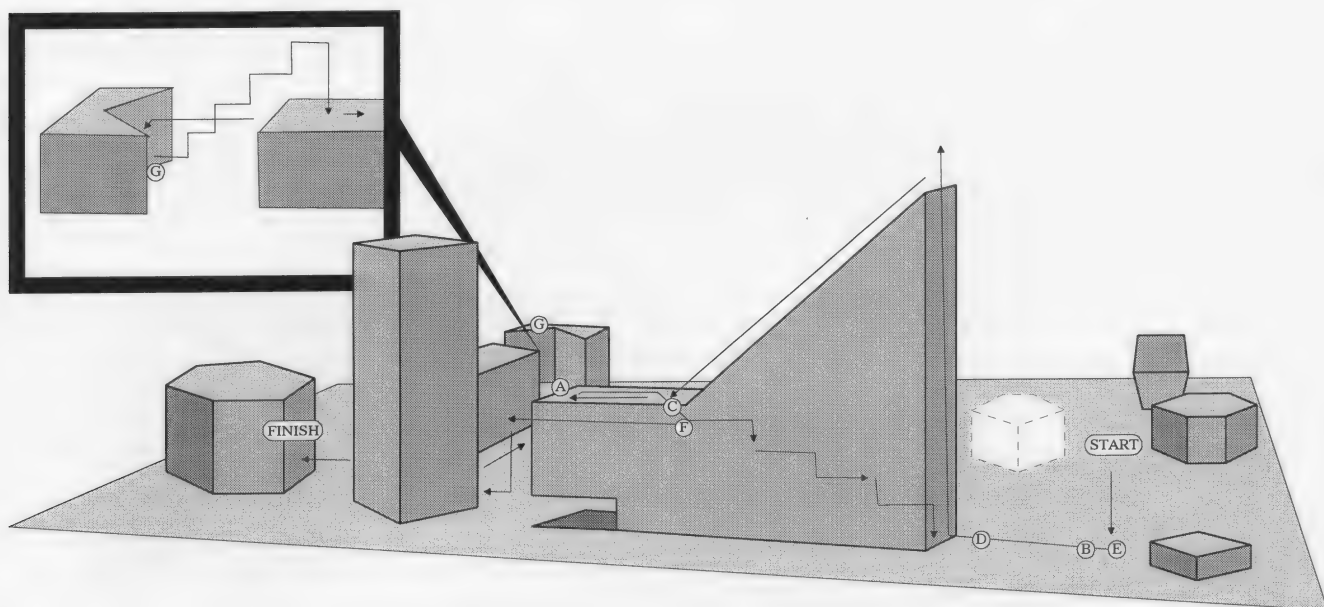
## BIRTHDAY CAKE

20 LEMMINGS  
20 TO BE SAVED  
RELEASE RATE 5  
TIME 10:00

# SWEET

PASSWORD:  
LINDWORM

There's no way around it; this is an amazingly tough level to get the timing right.



1. Switch to **CAMERA 2** so you can see things a bit more clearly. Make the first four Lemmings into **CLIMBERS**. As you click on the fourth climber, the first of the Lemmings will reach the edge of the platform he's on. Turn him into a **BLOCKER** at *A*.
2. Go quickly back to the fifth Lemming and make him a **CLIMBER** at *B*.
3. Now the second Lemming has hit your blocker and turned around. Make him into a **MINER** at *C*, so his first stroke goes into the brown ramp.
4. Another Lemming needs to be made into a **CLIMBER** at *D*, and another at *E*!
5. Now, Lemmings should be climbing up the stairs you've made by the Miner. When a Lemming facing the Blocker reaches *F*, make him a **BASHER** so he bashes one half-block down from the platform with the Blocker. If you did everything right, the Basher will bash underneath the Blocker and turn him back into a **WALKER** before any non-climber Lemmings get to him.



*Step 5. After you turn the Lemmings around with a **BLOCKER**, you should **MINE** back through the ramp, and then use a **BASHER** to make the **BLOCKER** into a **WALKER** again.  
Piece of... uh, cake.*

6. Don't worry about the Climbers you turned around while you were doing all this; the structure of the Level is such that they're entirely fine.
7. Finally, make a Lemming a **BUILDER** at *G* . The Lemm will build a bridge up to the last major platform, and the level will be solved.

# LEVEL 56

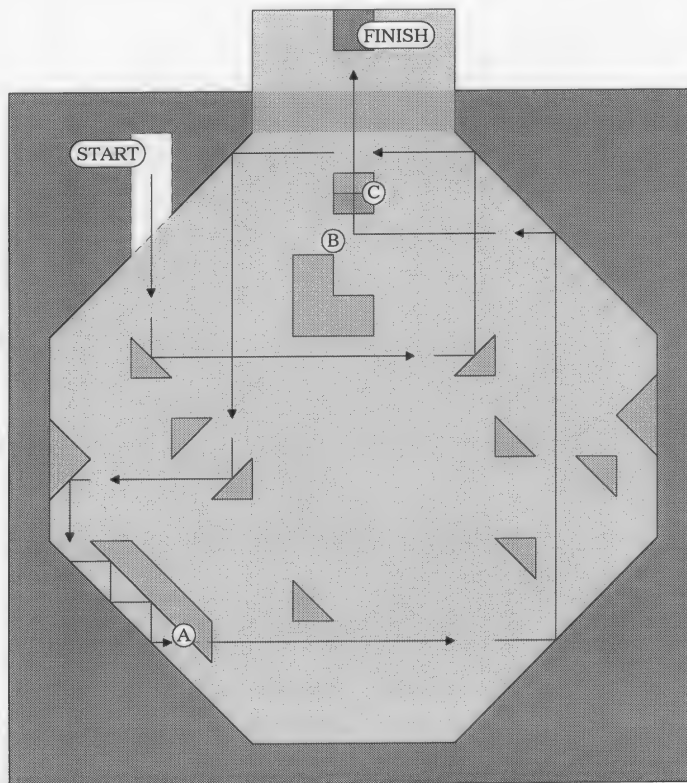
## THE ARENA

50 LEMMINGS  
44 TO BE SAVED  
RELEASE RATE 50  
TIME 7:00

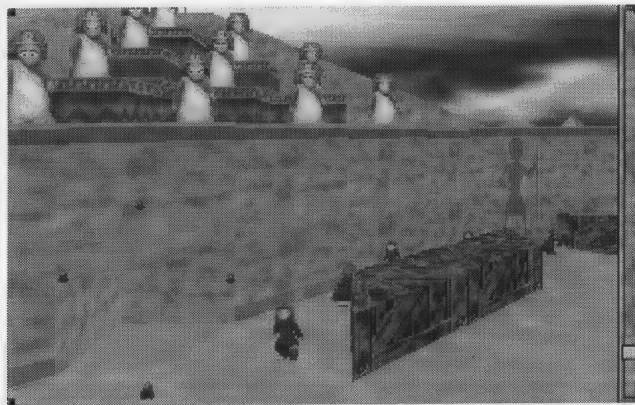
# EGYPTIAN

PASSWORD:  
CURLICUE

You're in a massive amphitheater, with tons of Lemmings in togas assembled to watch a stream of EgyptLemms be released into a maze of Turner Blocks. Ultimately, you want the Lemms to march right on stage and hop into the altar, but with one **TURNER**, this isn't so easy. Or is it? As it turns out, one solution lets you send the caravan on the right track with just one well-placed **BOMBER**.



1. The Lemmings will come out of a doorway to the left of the stage. When the first of these Lemms bounces off the first turner block, **INCREASE RELEASE RATE** to 99.
2. The key to a swift solution to this level is blowing up the last segment of the long set of blocks in the corner. Wait until the first Lemming has reached *A*, and then make him a **BOMBER**. If this was done correctly, only the last two triangular blocks will blow up. The Lemmings should now bounce only twice off the long block and then walk straight after bouncing off the wall.



*Step 2. If you put your **BOMBER** in the right place, there'll be a nice big chunk taken out of the wall and the Lemmings will only bounce off the dark brown block twice.*

3. Move over to *B* and make the head of the Lemming Line into a **TURNER** towards the stage. When the next Lemm after that reaches the top of the ramp at *C*, turn him into a **BUILDER**, and we're out of there!

# LEVEL 57

## T MINUS FIVE AND COUNTING

40 LEMMINGS

39 TO BE SAVED

RELEASE RATE 50

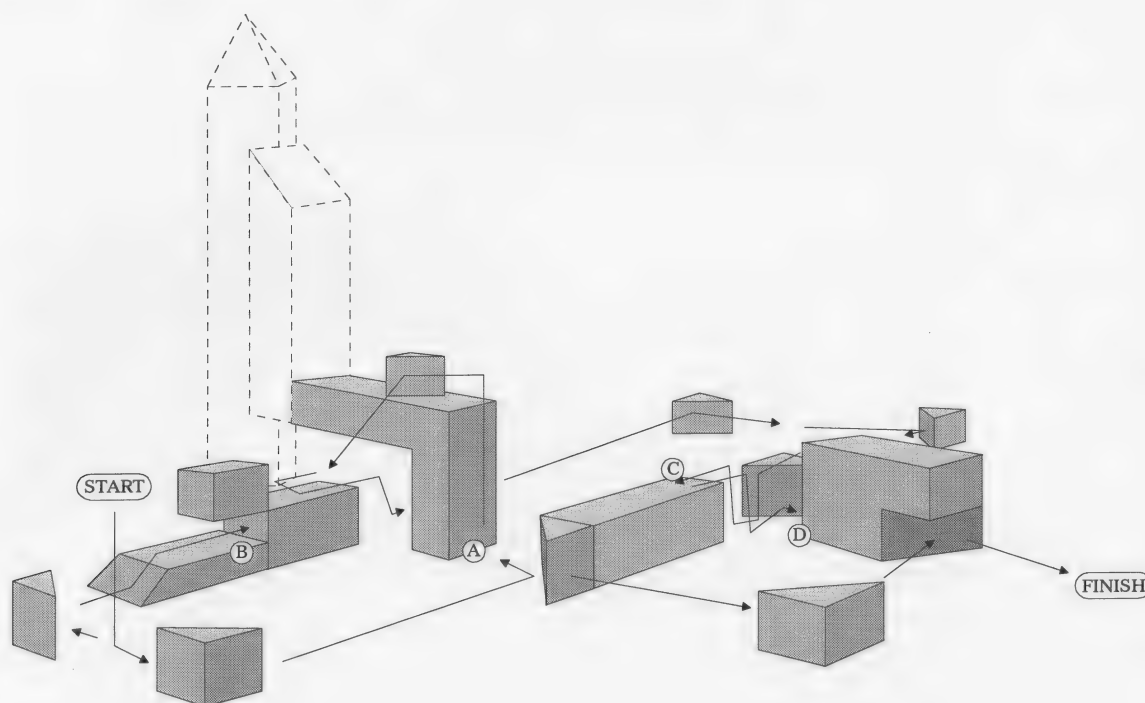
TIME 5:00

# LEMCO

PASSWORD:

HANEPOOR

Is the title of this level referring to the five minute time limit to solve it, or to the 5 seconds you get when you make a Lemming a **BOMBER**? I have no idea. Nobody tells me anything. Since you can only lose *one* Lemming for the entire level, an extremely elegant solution is required. You basically make one Lemming do all the work, blow up one sacrificial Lem when needed, and it all falls into place.



1. Wait till the Lemmings get to point *A*. Let about eight of the Lemms bounce off the wall and start heading back. Then choose one particularly hardy Lemming at *A* and make him a **CLIMBER**. He'll climb up the wall, walk over to the turner block, and drop down.
2. While your climber Lemming is doing this, wait for one of the many other Lemmings to head towards point *B*. At one or two blocks away from *B*, make him a **BOMBER**. He'll walk under the block and blow up, turning it into a half-block. Climbers won't climb half-blocks, so your singular Lemming will collide with it and turn around.
3. The Climber walks to the other end of the level, under the rocket ship scaffolding, and bounces off the two turner blocks. He'll walk up a little ramp, and climb up to point *C*. Make him a **MINER** at this point. He'll mine



down to where the other Lemmings are bouncing back and forth, and they'll walk up the ramp. The level is designed so that stray Lemmings end up in the exit, so don't worry about them.

4. Finally, make the first Lemming to reach *D* into a **BASHER** to clear the way to the exit.

# LEVEL 58

## SNAKE

80 LEMMINGS

50 TO BE SAVED

RELEASE RATE 70

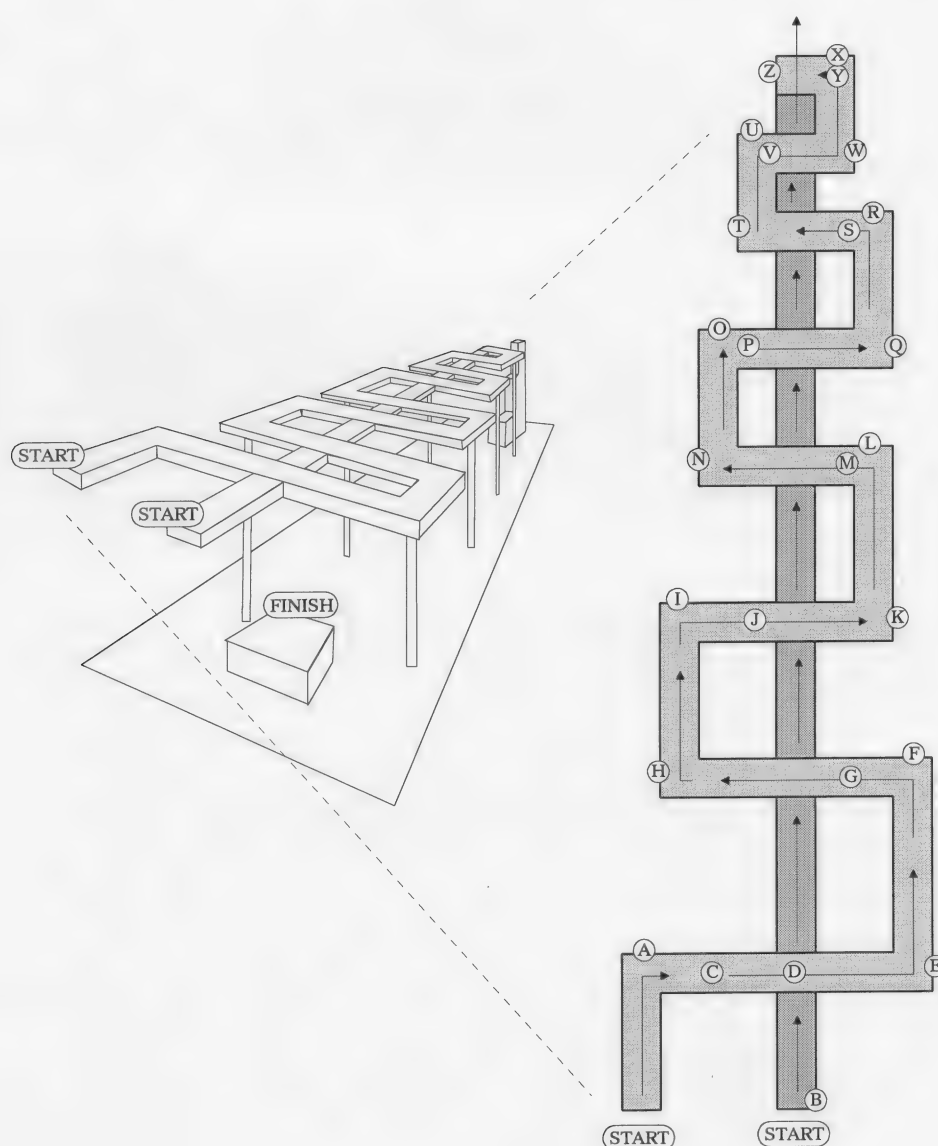
TIME 7:00

## FOREST

PASSWORD:

IDEMQUOD

Snake is one of those levels where your *modus operandi* is clear from the very outset, and your toughest hurdle is just *accomplishing* what you know you have to do. If you were shaky in the timing of **BOMBERS** before this level, you won't be afterwards.



1. The Lemmings will come out of two entrances. At the first corner of the higher Lemming entrance, put a **TURNER** at *A*.
2. By now the Lemmings from the second entrance have bumped into the wall and turned around. Put a **BLOCKER** at *B* to trap them in a straight line.

From this point, the level is very straightforward. You're going to bomb and turn twice over and over.

3. Make a Lemming a **BOMBER** at *C*, so he'll blow up at *D*, taking out the center block on this platform. This lets the straight line of Lemmings go further forward.
4. **TURN** at *E* and *F*, and **BOMB** at *G*.
5. Repeat this process all the way down this level. Use **BOMBERS** at *J*, *M*, *P*, *S*, and *V*. Use **TURNERS** at *H*, *I*, *K*, *L*, *N*, *O*, *Q*, *R*, *T*, *U*, *W* and *X*.
6. Whew! By the end of this level you have to move quicker and quicker to ensure that the Lemmings blow up at the right time. You want one last **BOMBER** at *Y*, and one last **TURNER** at *Z*, but this may take a few times to get right.

The Lemmings will fall down onto the "stairs", be stunned for a moment, then get up and walk to the exit. While this level plays itself out, go soak your hand in some cold water.

# LEVEL 59

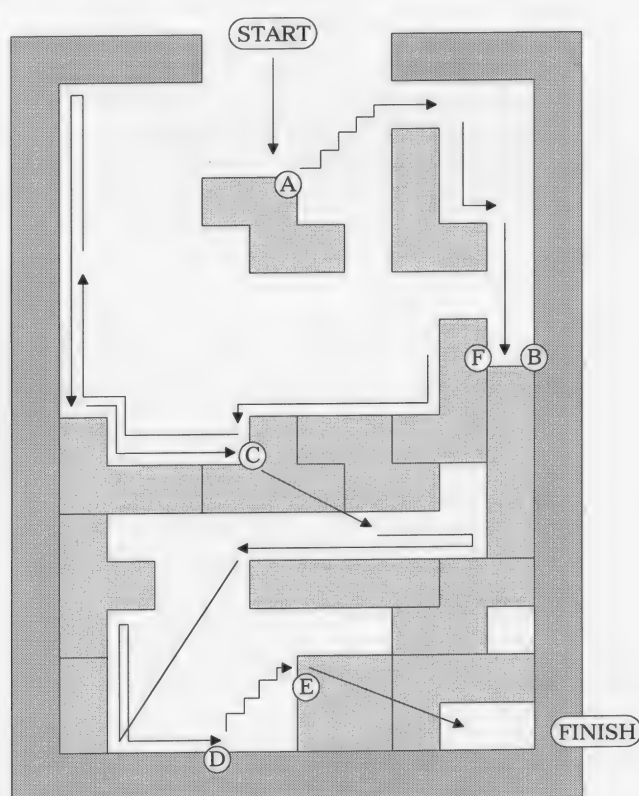
## LEMMTRIS

80 LEMMINGS  
74 TO BE SAVED  
RELEASE RATE 50  
TIME 7:00

## COMPUTER

PASSWORD:  
BLANDISH

After all these tri-dimensional Taxing levels, it's kind of relaxing to stumble onto a two-dimensional puzzle. The Lemmtris playing field is pretty much a "Classic" *Lemmings* puzzle, with just a little mining and building needed to solve it. Don't overanalyze the level! Nothing's going to spring out at you.



1. Make the first Lemming to come out of the entrance a **BUILDER** at A to prevent a nasty fall. He should easily reach the L-shaped piece at the upper right. The Lemms will fall off this L-shaped piece into a little pit.
2. Choose a Lemming you consider unusually brave (or stupid) and make him a **CLIMBER** at B. As soon as you can get him alone, make him a **FLOATER** as well so he becomes an **ATHLETE**.
3. Let the Lemm climb and float haphazardly through the middle of the level. When he finally approaches C while facing to the right, make him a **MINER** so that he mines down to the flat horizontal piece. He'll break through, and start walking again.

4. That last step is a doozy. Your Athlete will make it, but none of the other Lemms will. Wait until your Lemming is facing to the right at *D* and make him into a **BUILDER** such that a fall from the ledge above will land on the stairs. Wherever your Builder hits the side of the cube-shaped piece (at or around *E*), make him a **MINER** to the exit.
5. Finally **HIGHLIGHT** a Lemming and make him a **BASHER** at *F* to clear the way for the rest of the Lemmskis.

# ARMY

MALAGASY

TIME 10:00

1. The Lemmings will walk down a path next to a large stone wall. This wall has been designed to prevent effective Lemming Passage to the exit from all directions.... except one. When the head of the Lemmings reaches the ramp at *A*, make him into a **TURNER**.
2. Before he hits the water, make the next Lemming into a **TURNER** at *B*. He'll guide the Lemms up alongside the ramp that you were supposed to make the little guys go up.
3. Before *he* goes into the water, make the first Lemming to reach *C* into a **BLOCKER**.
4. Soon afterwards, another Lemm will bounce off the Blocker and turn around. Make him into a **BUILDER** so he'll build a bridge to the top of this wall. (You needed to get back one grid square to get enough room to make the bridge. This is why we did all these shenanigans.)





*Steps 1-4. With the clever use of a couple **TURNERS** and a **BLOCKER**, you can **BUILD** onto the wall and to easy escape!*

5. Once a Lemm drops down to the stone wall, line up with the rope slide you're ignoring completely. This is your guide to the exit. Make the Lemming into a **TURNER** at about *E*. If you did this right, the Lemmings will soon be in the finish.
6. Finally, have a Lemming that turns become a **BUILDER** at *F*. He only has to build two bridges. After that, the Lemmings drop down to the second stone wall, drop to the grass, and you're golden.

That probably wasn't the "appropriate" way to solve this level, but it *is* fast, and you get a *great* score for it!

# LEVEL 61

## THE FIVE ARCHES

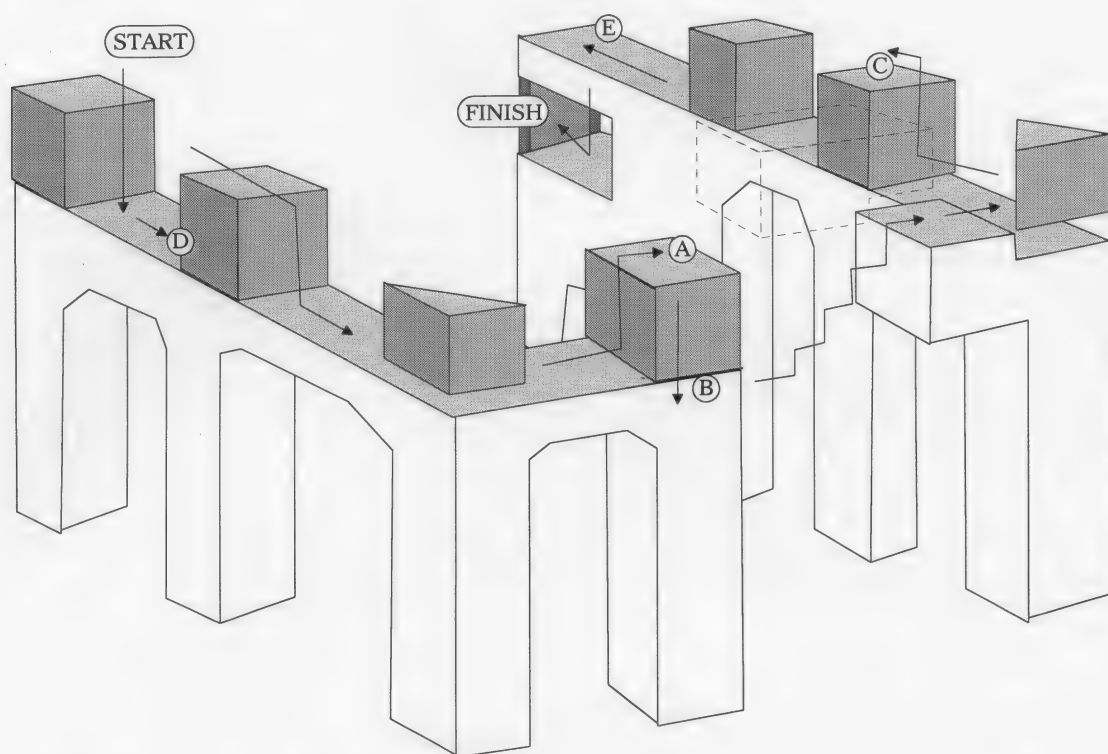
80 LEMMINGS  
70 TO BE SAVED  
RELEASE RATE 50  
TIME 4:00

**MEDIEVAL**

PASSWORD:  
CHORIAMB

Time to tackle the Mayhem levels, the toughest, most diabolical levels in the whole 3D Lemmings game!

The Five Arches refers to the arches at the bottom of this "castle", and although no Lemming goes inside them, you'll have plenty other things to think about. There is a slight difference in the solutions between the **PC** and **Playstation** versions.



1. Make the first Lemming to arrive into a **CLIMBER**. He'll climb over the box, bounce off a corner block, and climb a box at the edge of the platform. As he gets on top, make him into a **DIGGER**, at *A*.
2. Let this Lemming dig down until he's dug *one half-block of stone*. As he's digging the second half, about *B*, make him a **BUILDER**. He'll build up and sneak a bridge in the gap between the main platform and that floating set of blocks that you have no interest in.
3. After completing his bridge, the Lemming will bank off the corner block and then climb up on top of a box. When he reaches the top of this box, make him a **BOMBER** at *C*. This will time it so he's between two boxes when he

blows up, and you'll now have a clear view to the exit. Well, almost. You're going to have to extract another Lemming to do the digging.

4. Go back to the bin of Lemmings that's now forming around the entrance. Use **HIGHLIGHT LEMMING** and make a Lemming walking towards the corner block into a **CLIMBER**. He'll climb up the side of the box and be on his way.

If you're playing the **PC** version:

5. When he reaches the bridge you built in step 2, use **HIGHLIGHT LEMMING** to choose another Lemm from the bin, and make him a **BASHER**. When he's in the right direction, have him **BASH** at *D*. **INCREASE RELEASE RATE** to 99.

If you're playing the **PLAYSTATION** version:

5. When he reaches the bridge you built in step 2, use **HIGHLIGHT LEMMING** to choose another Lemm from the bin, and make him a **CLIMBER** when he's facing *D*. When this **CLIMBER** reaches the top of the block, make him a **DIGGER**. When he's *just* about dug level with the other Lemmings, make him a **BOMBER**, so he explodes and the road is clear.
5. Finally, your scout Lemming will be heading towards *E*. When he's right above the exit, make him into a **DIGGER** to tunnel to escape. The pack of Lemms will come soon after and be free.

This one falls under MAYHEM because of the close timing of the Level.

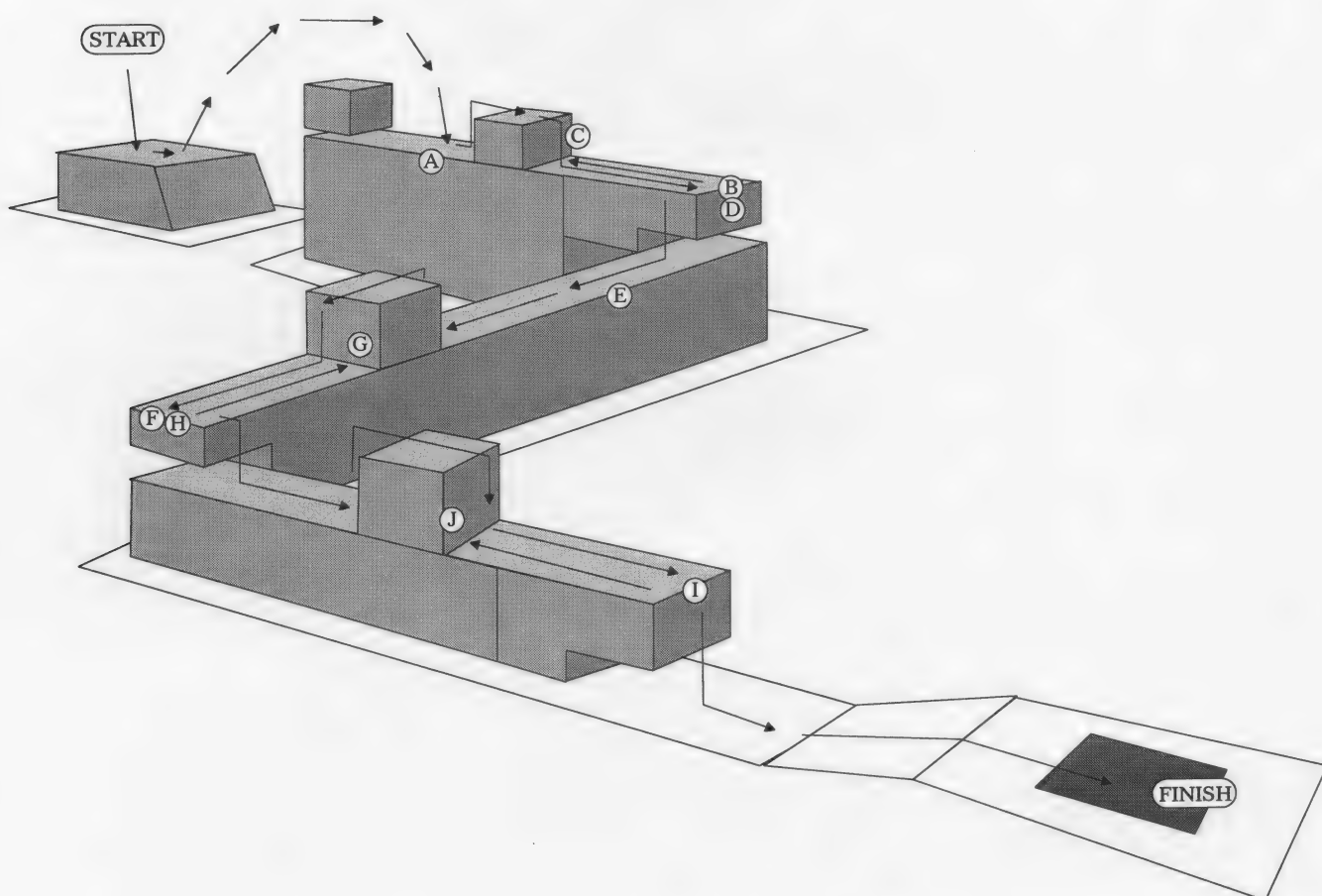
# LEVEL 62

## BRECHIN'S STAIRCASE

60 LEMMINGS  
55 TO BE SAVED  
RELEASE RATE 50  
TIME 10:00

**LEMCO**
*PASSWORD:*
**GARGANEY**

Who is "Brechin"? He's Andrew Brechin, a programmer/playtester at Clockwork Games who is so talented at video games, that there's a rumor that some games actually solve themselves as he walks towards them.



Luckily, this level is on the easy side (for a Mayhem Level, anyway). It's a matter of bombing and blocking at the right time.

1. The Lemmings are sprung up to the metal platform. Make the first two Lemmings to land at **A** into **CLIMBERS**. Shift over, and you'll see that there's a wooden platform that ends before the water. Make the first Lemm that reaches this edge into a **BLOCKER**, at **B**. His partner will turn around, and make the Blocker Lemming into a **BOMBER**. See ya!

2. When the second Lemming reaches the one-way block, make him into a **BASHER** at *C*. He'll bash through the one-way block, and free the other steadily-landing Lemmings.
3. Another Lemming will reach the edge of the plank (that platform will be one half-block shorter now) and you should make him a **TURNER** at *D*.
4. There's already a climber in the herd, so you only need to choose one Lemming and make him a **CLIMBER** at *E*. He'll climb over the box and it's *deja' vu* all over again. Make this Climber Lemming into a **BLOCKER** at *F*. When the other Climber Lemming comes over the block, let him bounce off the Blocker, and **BOMB** the Blocker. Make the other Climber **BASH** at *G* and that's two down. The first Lemm to reach *H* should become a **TURNER**.
5. Finally, you choose a Lemming to be a **CLIMBER**, have him climb over the last box, and **BLOCK** at *I*. That Climber will come back, bounce off the Blocker (which you will **BOMB**) and then one **BASHING** at *J* and the road is clear through Brechin's Staircase.

Remember that even though you've solved the level, you can't increase the **RELEASE RATE** because of that spring.

# LEVEL 63

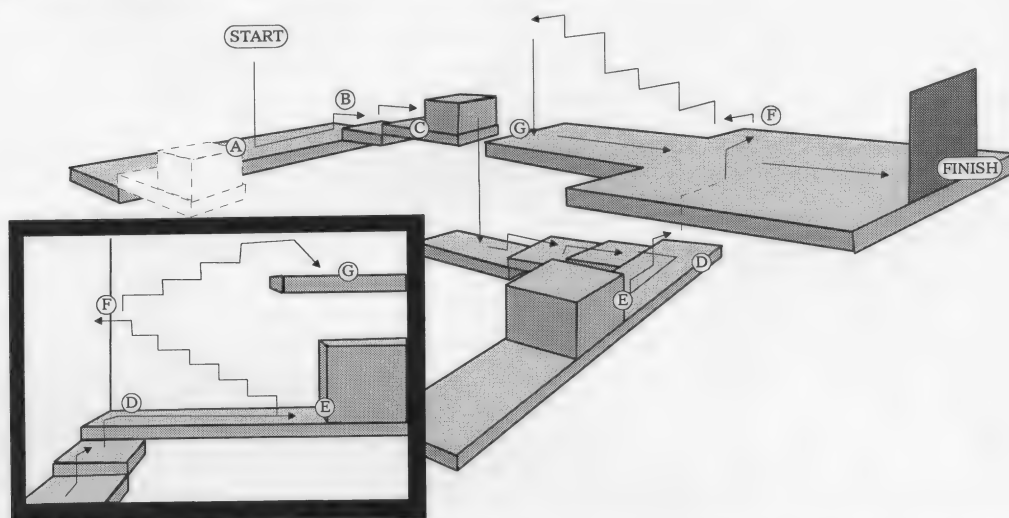
## TOWER OF LEMLAB

80 LEMMINGS  
50 TO BE SAVED  
RELEASE RATE 5  
TIME 10:00

**SPACE**

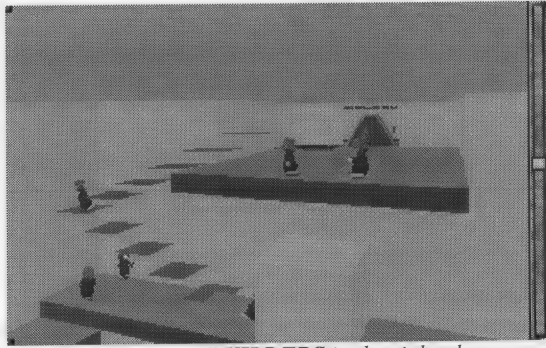
PASSWORD:  
KAOLIANG

Here's another level where a clever use of **BUILDERS** will make the whole thing a lot shorter than it might initially seem. In fact, you won't have to deal with the lower two-thirds of this level at all!



1. The first Lemming out of the entrance should **BLOCK** at *A*. When a Lemming reaches *B*, make him a **TURNER** towards the box.
2. **BASH** at *C* through this box, and the Lemms begin dropping down. Have your Basher become a **TURNER** at *D* right into the box. Now you'll have Lemmings walking back and forth underneath the platform that leads to the exit. You're *supposed* to guide the Lemmings down the "stairs" until you get to the maze of electric squares at the bottom. But do you do what you're *supposed* to? No! You're a rebel! You live on the edge!
3. When a Lemming hits the One-Way Block and turns around at *E*, make him a **BUILDER**. He'll build up to the wall and stop, then turn around. As soon as he does, make him a **BUILDER** again, at *F*. This will build you up to the final platform! Oops! Somewhere, the designer of this level just choked on his pint of ale.





*Simply put two **BUILDERS** in the right place,  
and you've just saved yourself a lot of headache.*

4. Finally, make a Lemming a **TURNER** at G to throw these Lemmings into the Airlock. 20+ Lemmings over par saved! What a bonanza!

# LEVEL 64

## SKI JUMP

20 LEMMINGS

12 TO BE SAVED

RELEASE RATE 1

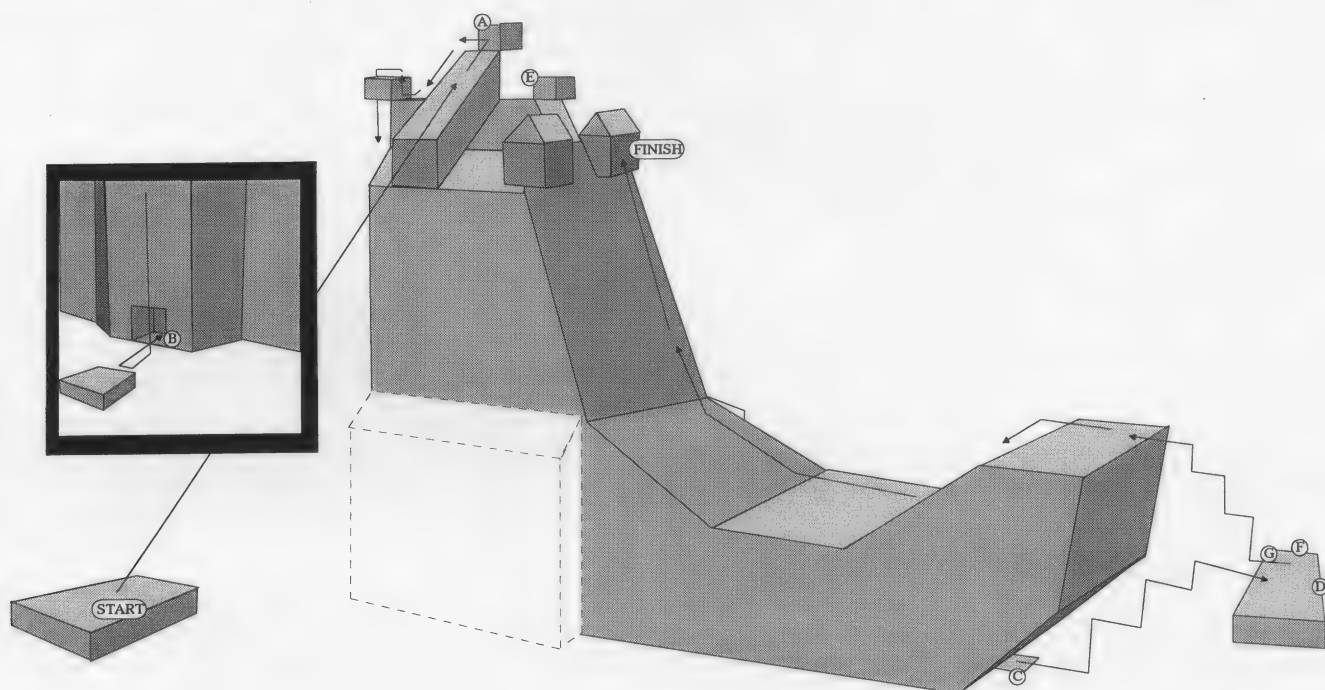
TIME 4:00

## FOREST

PASSWORD:

MAROCAIN

Ski Jump is one funky level! The real eye-grabber is the exit located *just* to the side of the ski jump itself, way far up from any visible platforms! Luckily, closer inspection of the level shows that a well-used Lemming can do pretty much all the relevant work.



1. Switch to **CAMERA 2**. When a Lemming comes off of the rope slide and takes the corner at **A**, make him into a **CLIMBER**. As he climbs on top of the block, make him a **FLOATER**. He'll hop off the block and begin floating down. Follow him.
2. If you go all the way down and look behind the snowman, you'll see an actual patch of grass and a stone block behind it. Wait for the Lemm to land and slide around, and when he gets on the grass patch, make him a **BASHER** at **B**. As soon as he begins bashing, you should switch to **CAMERA 3**, because he'll be heading that way shortly.
3. Zoom down to the grass patch and wait for the Lemming to walk onto it. When he does, make him a **BUILDER**, at **C**. He'll build up to the wooden platform in front of the jump, and there you should make him a **TURNER** at **D**, to whichever side you'd like.

4. Time to let the others free! Switch to another camera (you'll be glad you did), **HIGHLIGHT** a **LEMMING** if you're having trouble keeping track of them, and have them **BASH** at *E*. This will send a stream of Lemmings down the ski ramp.
5. Switch back to **CAMERA 3**, and when the first of the Lemmings arrives off the jump and turns, make him a **TURNER** aimed back up at the ramp, at *F*.
6. Finally, have a Lemming **BUILD** at *G*. He'll build right up to the ramp, and the Lemmings will slide up (don't ask me why) into the exit. You'll lose a goodly portion of Lemmings this way, but the Level will still be solved.

# LEVEL 65

## THE PRISONER

20 LEMMINGS

17 TO BE SAVED

RELEASE RATE 20

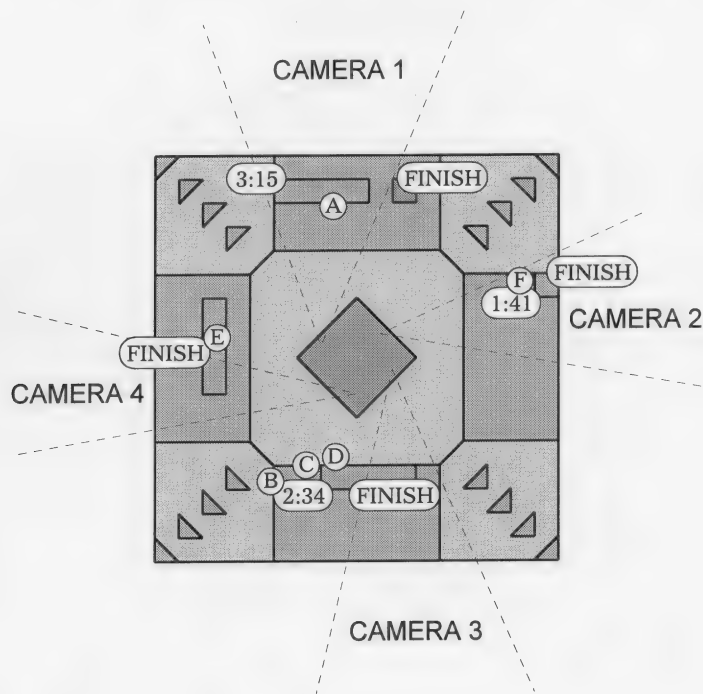
TIME 4:00

**EGYPTIAN**

PASSWORD:

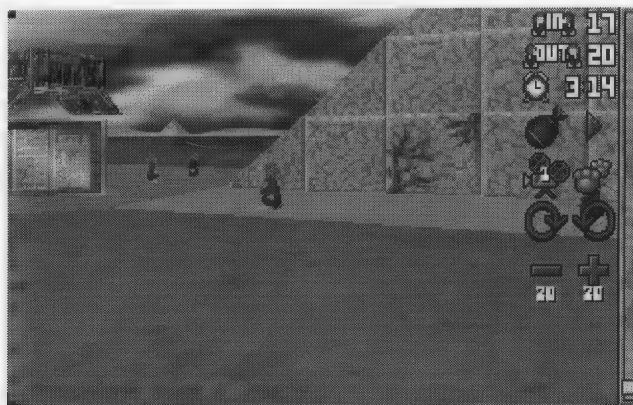
OBTEMPER

Here's one of those levels where you can just *feel* the designer laughing at you. What's going on is that your cameras, all four of them, are trapped inside a pyramid in the middle of this level. You can't move them around, get a sky view of the place, or even *see* the little guys half the time.



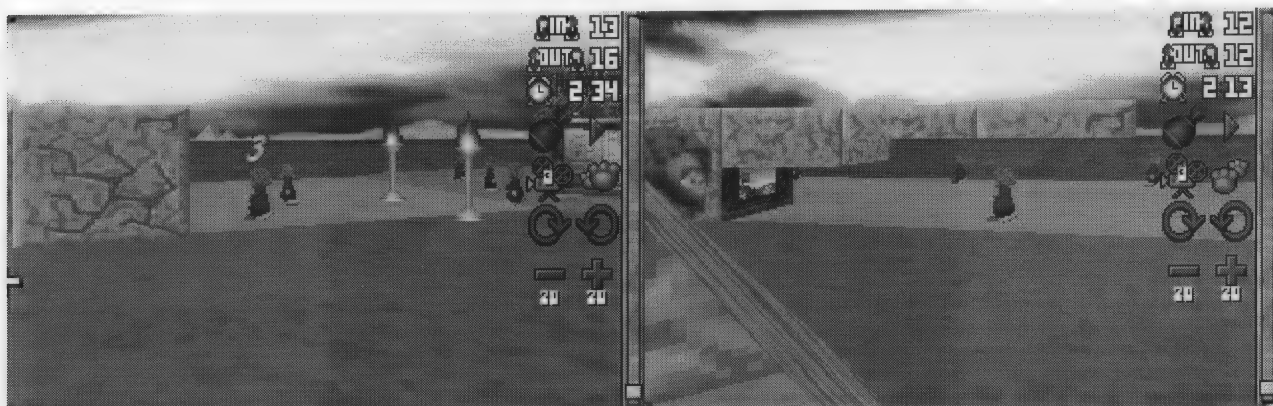
Believe it or not, I found the best way to solve this level is to watch the clock!

- As the level starts, you're staring at the left side of a ramp. Zoom a little closer so you can see the area a little to the left. At 3:15, Lemmings will start to walk up the ramp. Make all 5 that do into **FLOATERS**, around *A* so you don't click any of the other passing Lemmings.



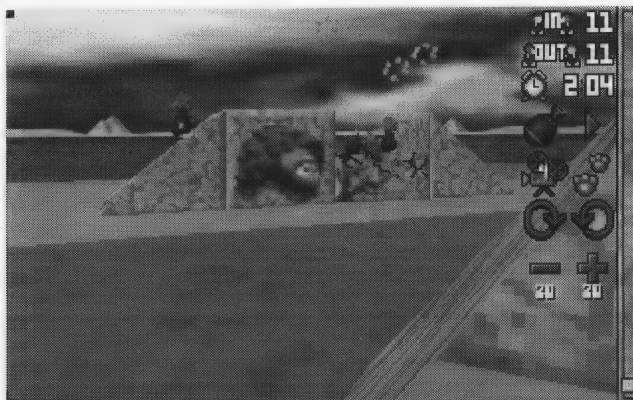
Step 1. The 5 Lemmings that walk up this ramp should become **FLOATERS**.

2. Switch to **CAMERA 3**. You're facing the left side of this set of blocks, but you *want* to be facing the right side. So zoom forward to the right so you can see the right side and the **TURNER BLOCK** at the corner. At 2:34, you'll see a Lemming take the turner block and walk towards the blocks. Make him into a **BOMBER** at B. He'll blow up half the block to the right side. Make the next two Lemmings **BOMBERS** at C and D. This will break a passage to the second exit.



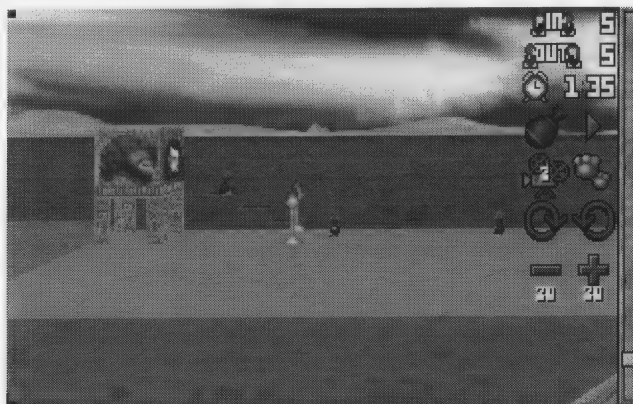
Step 2. The Lemmings should **BOMB** a couple times to get through the wall on the left. This will clear a path to the hidden exit in the blocks. Tricky guys, those 3D Lemmings Designers.

3. Switch to **CAMERA 4**. You've probably missed the first Lemming, but that's OK. The next one to stand over the block *without* the Lemminghead on it should become a **DIGGER**, at E. He'll dig a passage down and clear a way to the third exit. The Lemming you missed will come around and drop in anyway.



Step 3. Make a Lemming into a **DIGGER** and reveal the **OTHER** hidden exit.

4. Finally, switch to **CAMERA 2**. You're facing a small tower with a Lemminghead on the side of it. At about 1:41, the Lemmings will arrive. Make the first of them into a **BUILDER** at F, so that the first segment goes down about two blocks before the tower. He'll build a bridge to the exit.



*Step 4. The Lemmings should build up to the last exit. This shouldn't be too much of a problem, if you're looking through the right camera.*

The Lemming you missed with this solution *will* make it in within about 8 seconds of Lemming Destruction. THAT'S cutting it close!



# LEVEL 66

## FAMILY TREE

80 LEMMINGS

50 TO BE SAVED

RELEASE RATE 99

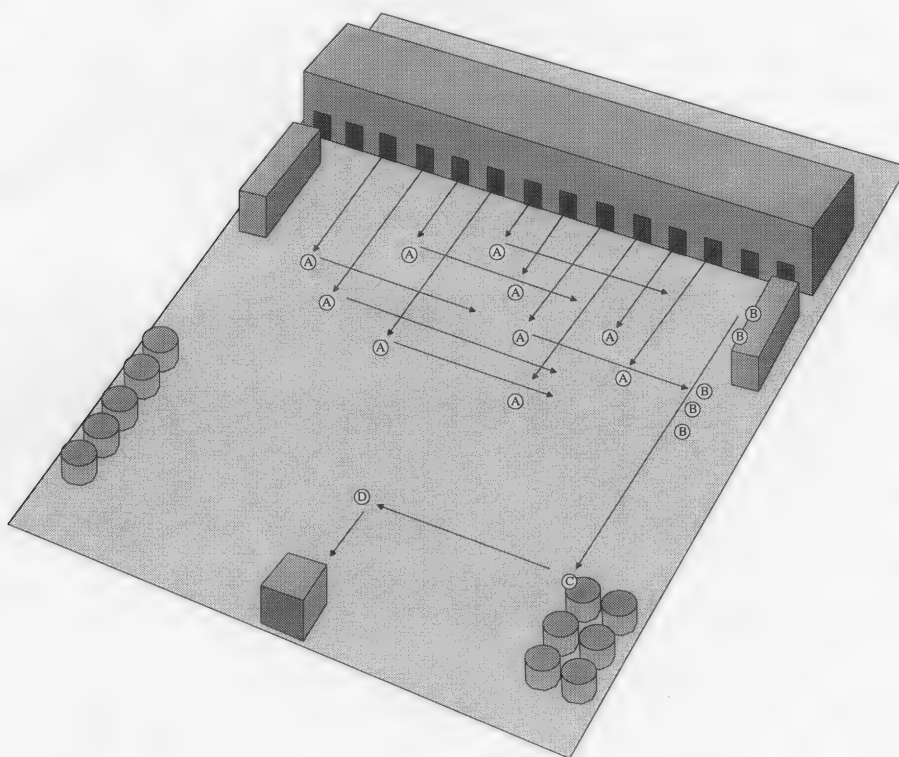
TIME 10:00

**COMPUTER**

PASSWORD:

TASTEVIN

This level is definitely a 10 on the Daunting-O-Meter. The Lemmings come out at a release rate of 99, enter the chip, and come out in *ten separate single-file lines*! It might initially seem impossible to keep track of them effectively, but a quick cursor and a little logic put this level on the easy side.



1. You begin the level with a cascade of Lemmings dropping out of the entrance and entering the massive Psychosis Chip. Ignore them for now, and switch to **CAMERA TWO**. This will give you a clearer shot of what's going on.
2. Choose a side, left or right, you want to send all the Lemmings to. In this example, it's to the right of the chip. After a few seconds, the ten lines of Lemmings will come out of the center ten openings, in single file.
3. Make all the heads of the lines into **TURNERS** as quick as you can. The Location of the A's in the diagram is just for illustration; the lines of Lemmings come out at different times and you should just turn all ten as quickly as you can.

4. Zoom the camera over to the right side, and make the heads of the Lemmings lines into **TURNERS** along the line of *B*'s. This will send one huge conga line of Lemmings towards the exit.
5. Of course, this line will be too far off in the right, and it's a simple matter to put **TURNERS** at *C* and *D*, sending the Lemmings out of their tree.

# LEVEL 67

## DRIVING RANGE

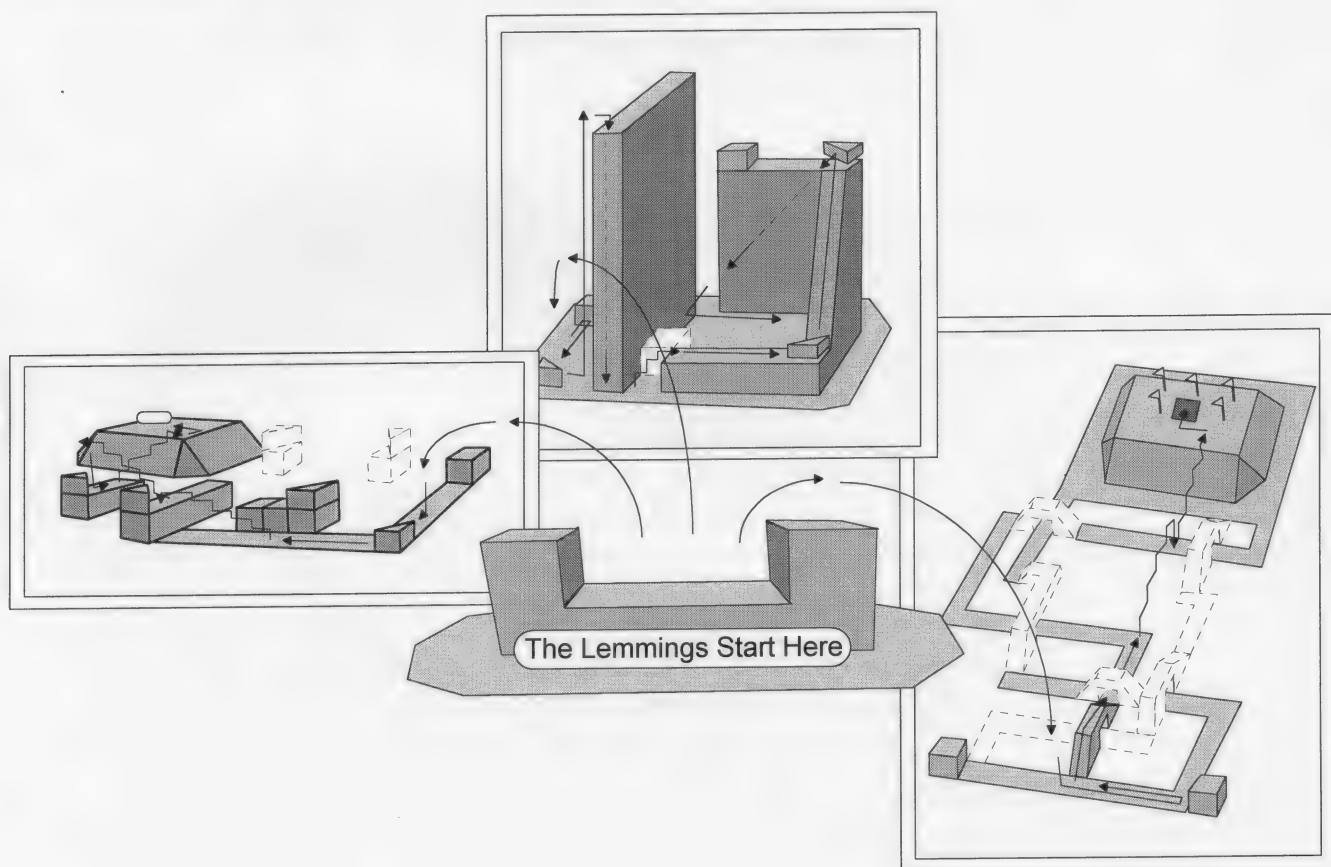
80 LEMMINGS  
64 TO BE SAVED  
RELEASE RATE 90  
TIME 10:00

**GOLF**

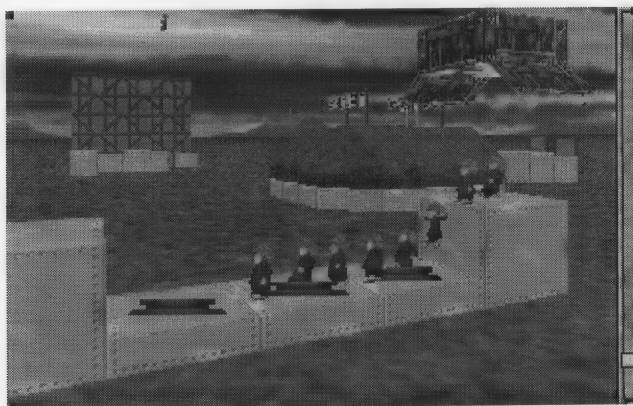
PASSWORD:  
VELLOZIA

This level is particularly golfball-busting because it's really *three separate levels* in one! As a result, a large amount of the work is just keeping track of the appropriate section at the right time. Luckily, there's a slight amount of mercy on the part of the designers... The Lemmings will be bounced into relatively safe areas and will walk around until you get to them. Keeping your wits about you and breaking the whole puzzle down into the three main areas is the key to success.

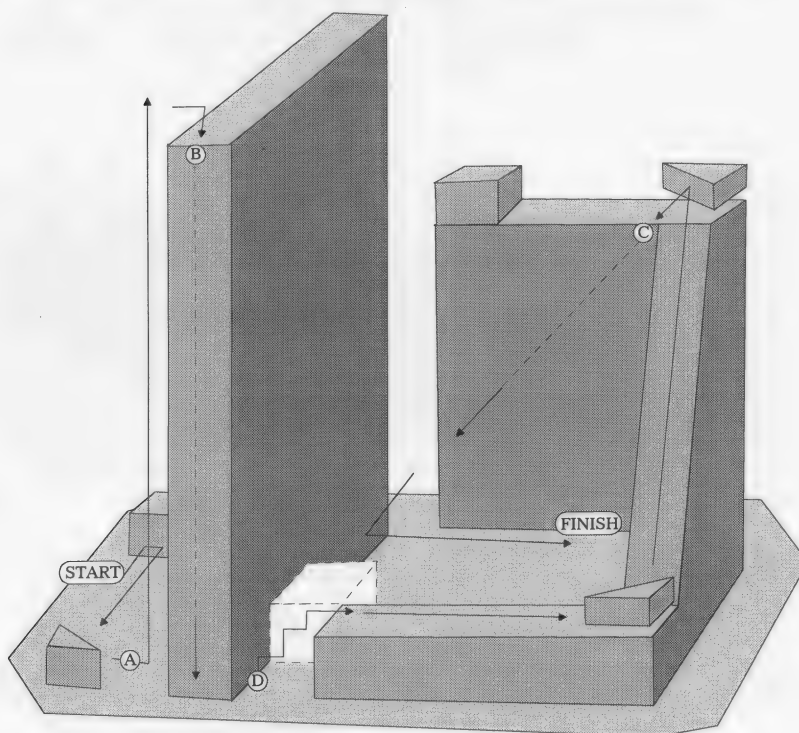
Also, if you have the PC version, there's a clever little hack approach at the end of this walk-through that will get you through in a fraction of the time!



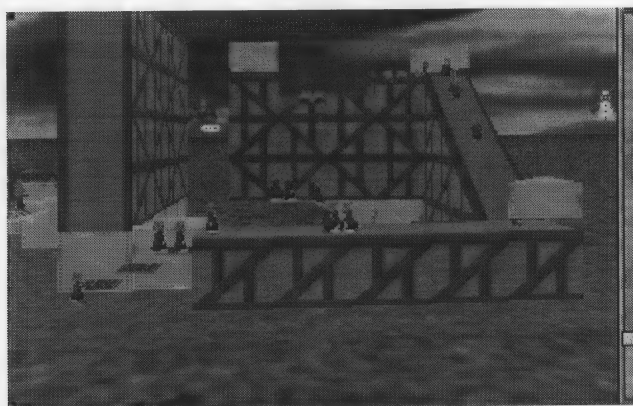
1. Ignore the massive amount of Lemmings pouring out of the doorway; they're going to walk on those springs and be catapulted to (relatively) safe areas where they'll bounce back and forth harmlessly.



*Step 1. You have nothing to worry about, even though this does look vaguely disturbing.*

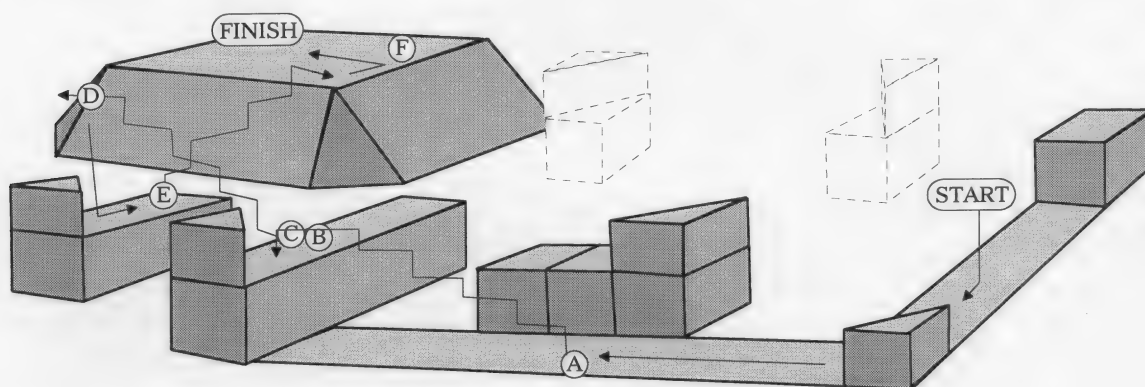


2. Switch to **CAMERA 4**. You're now facing towards the large ramp (and large drop) of the first Lemming "green". This is the easiest of the three. Lemmings will start bouncing into view to the left; zoom down so you can see them and the bottom of the large square wall that they're knocking against.
3. Make the first Lemming to approach the large wall into a **CLIMBER** at A. When he climbs to the top of the wall, make him a **DIGGER** at B. He'll dig all the way down the wall, giving the Lemmings a clear shot at the large structure in the back. Our **CLIMBER** Lemming, of course, will proceed to climb up the front of this ramp. When he gets to the top, around C, make him into a **MINER**. He'll be mining down and making a safe passage down to the ground. Go back, pick a special Lemming with **HIGHLIGHT LEMMING** and make this Lemming a **BUILDER** at D such that he builds up one level. This will make a clear path all the way to the exit; trust me.

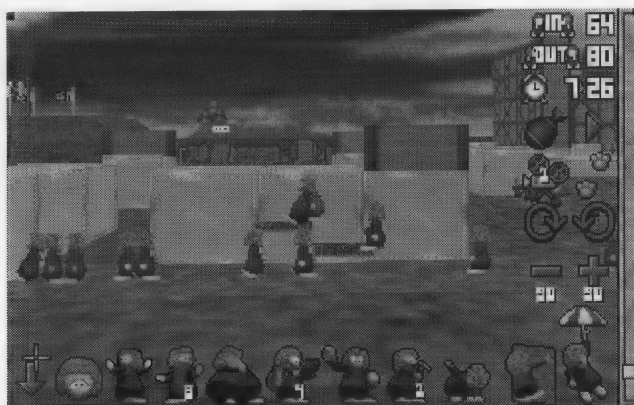


Steps 2 and 3. Have one Lemming do all the work, **CLIMBING**, **DIGGING**, and **MINING** and then have the others just **BUILD** once and they're free. Isn't that how it always is?

That's the first green. Two more to go!

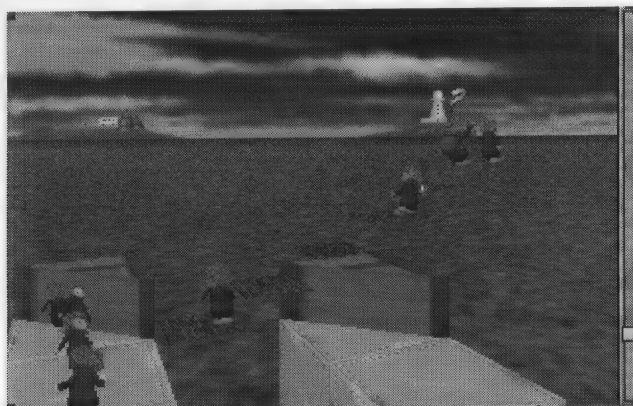


4. Switch to **CAMERA 2** and bring your camera down a bit. You're on the second green, and Lemmings are walking back and forth along the green path. There's three metal blocks facing you from left to right in a bunch. These are your markers of where to build.
5. Use **HIGHLIGHT LEMMING** to select a specific Lemming and have him become a **BUILDER** at **A** so that he'll build up to the wooden **TURNER BLOCK** to the left. Be sure that the first segment of the **BUILDER**'s bridge starts on the right side of the middle cube, *not* the left. If this is done right, the Lemmings will drop down *just before* the **TURNER BLOCK** and turn to their right.



*Steps 4 and 5. Note how the first segment of the **BUILDER**'s bridge is on the left side of the middle block. This will make him build to just the right place.*

6. Now, make the first Lemming to drop down and reach **B** into a **TURNER** to his left. Yes, you're aiming towards water. I know. This solution is a little sticky here, but you're used to dealing in close quarters by now, right?
7. The first Lemming to get turned should become a **BUILDER** from **C** to get the Lemmings over the water. Now for the one really tough move in this solution. Click the **TURNER** skill on the **BUILDER** as he builds. The arrow will appear on him. As he passes over the second **TURNER BLOCK**, click on the **TURNER** skill. It's probably going to go "Uh oh! Uh oh! Uh oh! OKAY!" because you have to be *just* building the fourth segment for it to work. This laborious action (and it may take a few tries) will turn your **BUILDER** into a **TURNER** right over the second **TURNER BLOCK** at about **D**.

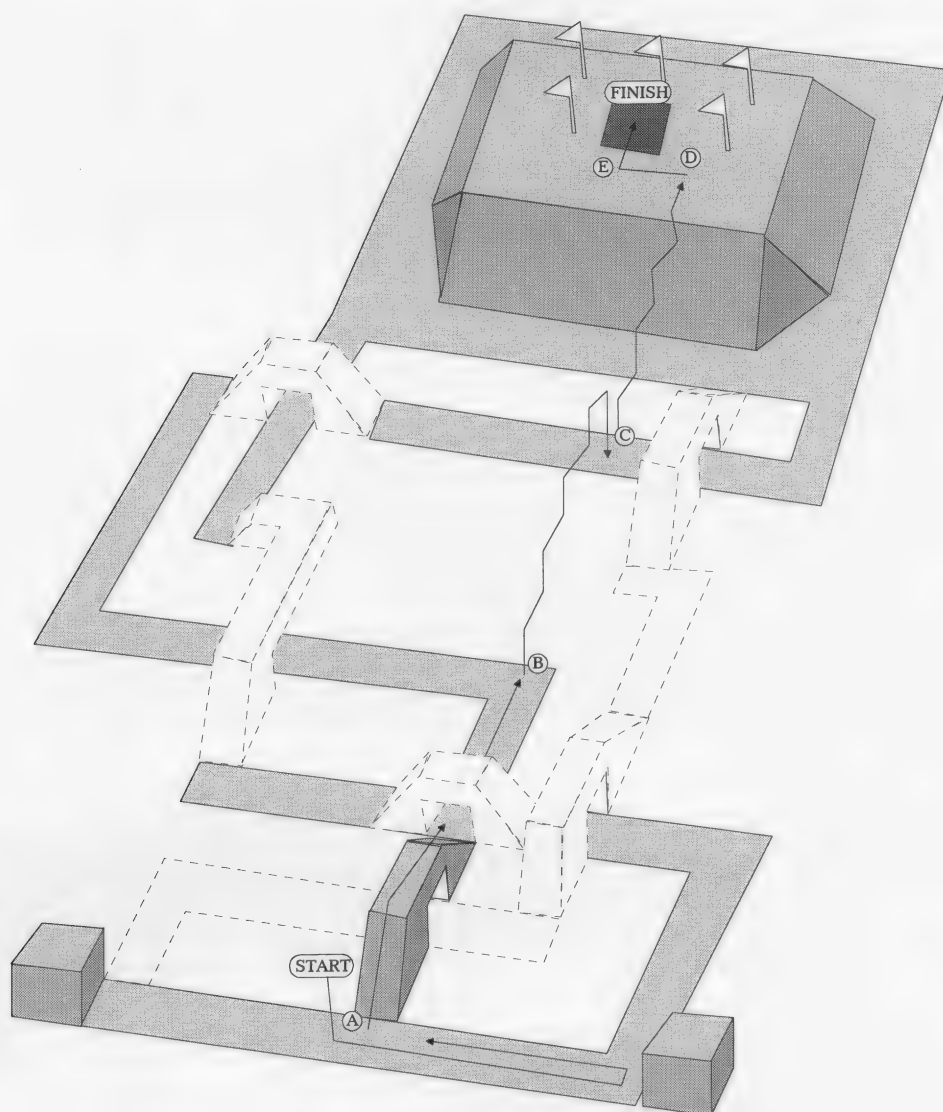


*What a mess. This is the result of Steps 6 and 7. The Lemmings turn due to the **TURNER BLOCK**, climb up a little bridge, and a **TURNER** on the bridge will aim them towards the exit.*

8. Now, it's just a matter of making a Lemming into a **BUILDER** from **E**, at the end of this platform (you'll probably lose a Lemming here) and then a **TURNER** just before the hole, at **F**.

Two down! You're losing your marbles! One more to go!





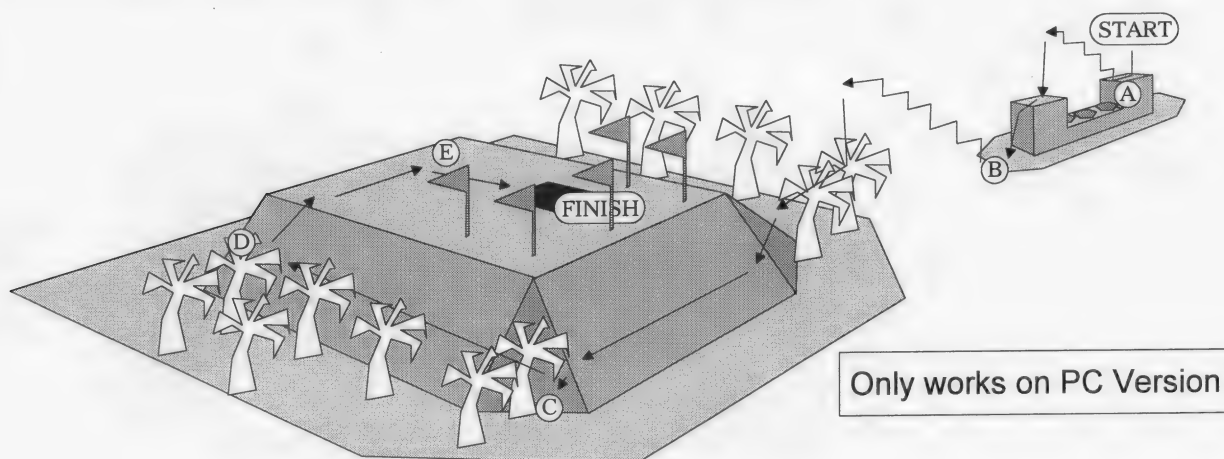
9. There's probably some really clever way to do the last green, but it escapes me. I found a brute-force darn-the-torpedoes direct **BUILDER** approach works best.
10. There's no camera closer to the action than **CAMERA 3**, even though it's aimed the wrong way. Move over to the junction of the bridge and the walkway under the landing pad. **HIGHLIGHT** a Lemming so you get one heading the right way, and make him into a **TURNER** at *A*, such that they'll walk up the ramp and go over the little bridge.
11. The first Lemming to reach the end of this walkway should become a **BUILDER** at *B*, and this will span the first waterway. You'll probably lose a Lemming or two here as well. When a Lemming lands on the small path around *C*, make him into a **BUILDER** as well. This will span the second waterway.



Steps 9-11. **BUILDER**, then **BUILDER**. You'll lose a few Lemmings, but you'll save the majority of them.

12. As one last annoying rube, the Lemmings are going to walk into the *flags* instead of the hole! Use two more Lemmings as **TURNERS** at *D* and *E* to guide the remaining third into the hole.

#### IF YOU HAVE THE PC VERSION....



It turns out there's a cute little way you can do the level without having to deal with *any* of the springs and traps and levels on the islands.

1. When the first Lemming comes out, make him a **BUILDER** at *A*. Some other Lemmings will sneak past him and start springing around, but ignore them. He'll finish his bridge and it will span the three springs completely.
2. When a Lemming reaches *B*, make him into a **BUILDER** as well. Now a lot of Lemmings will walk past him and fall into the water (after all, the release rate is 90!) but don't worry about them.
3. If the first segment of the bridge you just built was over the water, you will clear the palm trees around the hole easily. Wait until the first of the Lemmings is walking down the triangular part of the hole (the corner), and make him a **TURNER** at *C*. If this was in the right place, he'll walk through the palm tree, turn around and start guiding the others, and they'll all turn to their right and walk along the side of the hole.
4. Finally, put **TURNERS** at *D* and *E* and send the Lemmings out of the park.

# LEVEL 68

## FIVE TOWERS

40 LEMMINGS

30 TO BE SAVED

RELEASE RATE 50

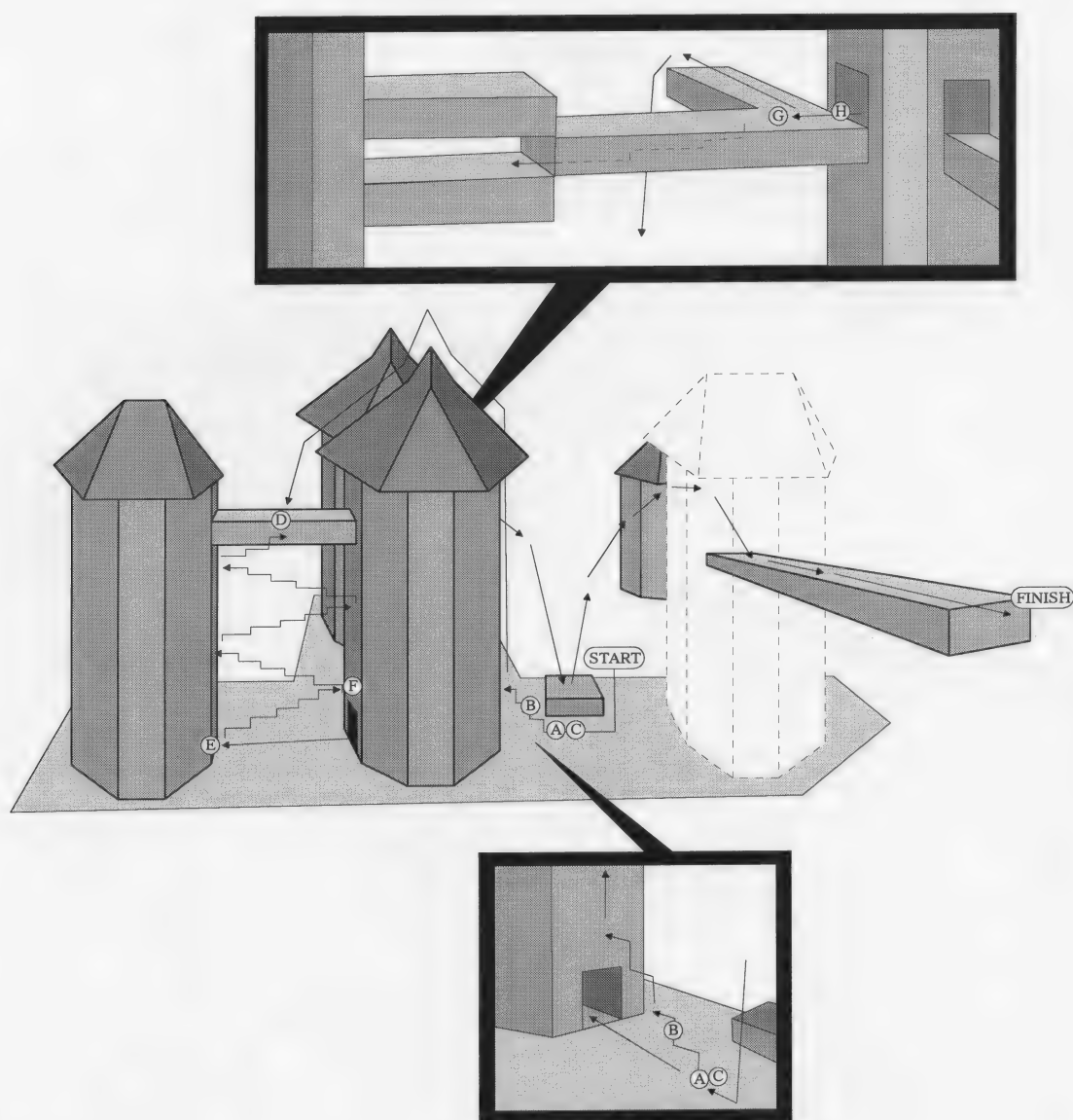
TIME 6:30

**MEDIEVAL**

PASSWORD:

BORACHIO

What can kill you in this level is just getting all the **BUILDERS** in the right place. After that, it actually can be somewhat simple.

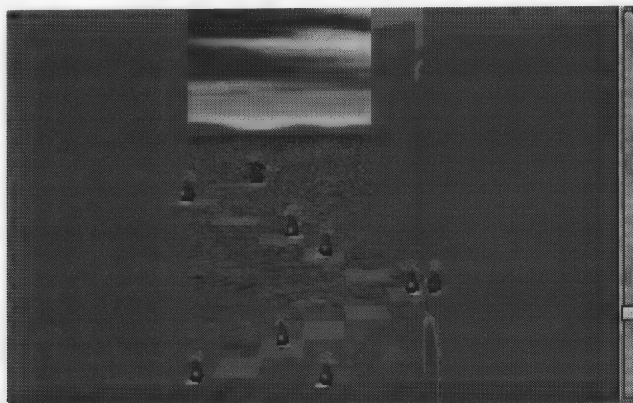


1. When the level begins, you're looking at the entrance and a trampoline right next to it. *As soon as* a Lemming appears to the right of the trampoline, make him a **BUILDER**, at *A.* He'll build a bridge up to the door. It's important that you be above the door, and not just halfway up it. You'll know if you built this right because your **CLIMBER** will actually climb. If he doesn't, press **ESC** and try again.
2. As soon as your builder builds up to the side of the tower and turns around, make the next Lemming after him, around *B*, into a **CLIMBER** such that he starts climbing the tower. Now the bridge has served its usefulness. Make the next Lemming that touches the bottom of the stairs into a **BOMBER** at *C*. He'll blow up the second half of the stairs and let the other Lemmings walk through the door.



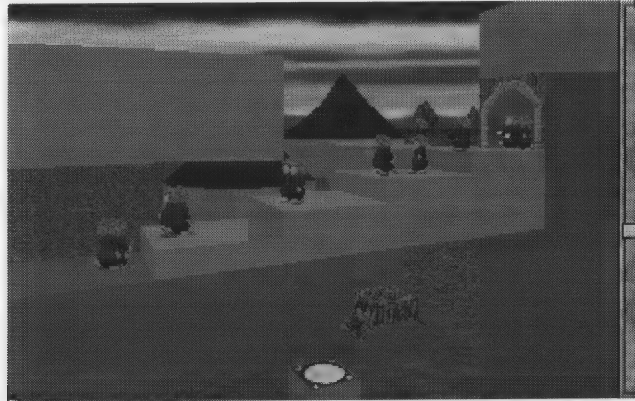
*Steps 1 and 2. The Lemmings have built up to the side of the first tower to let a **CLIMBER** get on his way. Now you have to make a Lemm into a **BOMBER** to destroy this bridge so the rest can go through the little door.*

3. Meanwhile, your Climber Lemming has been climbing up the tower. Switch to **CAMERA TWO** and bring your camera up. You'll see two of the towers with a platform between them. When your climber Lemming comes down off the tower and walks exactly halfway across it, make him a **DIGGER** at *D*. That's right, he's *not* going to survive this ordeal, but it's for the good of the herd.
4. After you make your Digger, drop the camera down to the ground, where lots of Lemmings are walking around, unfazed by the Lemming Explosion that occurs in their midst. **HIGHLIGHT** a **LEMMING** and make him a **BUILDER** when he hits the tower to the left and turns around, at *E*. He'll build a bridge up to the right tower, stop, and turn around. Make him a **BUILDER** when he turns around, at *F*.
5. Repeat this **BUILDING** 3 more times. When you're finished, you've built a staircase up to the platform your Digger perished making a hole in.



*In Steps 4-5, it's a simple (?) matter of building a staircase up to the walkway between these two towers.*

6. Switch to **CAMERA 3**. There are Lemmings bouncing around in a small capsule to the left, and we have to free them. The Lemmings you built a staircase for will come in from the right. When a Lemming appears, make him a **MINER**, at *G*. This will make it so his first strokes will go through the *second* grid square after the doorway. This makes a difference.



*Thanks to Step 6, the Lemmings in the small "capsule" up in the tower will be freed as well. Be sure to put a **TURNER** before that doorway, or you'll never get the little guys home.*

7. Finally, make a Lemming a **TURNER** at *H* and send the Lemmings down the second platform towards the exit. They'll fall, bounce off the trampoline and a random tower, and be well on their way home.

# LEVEL 69

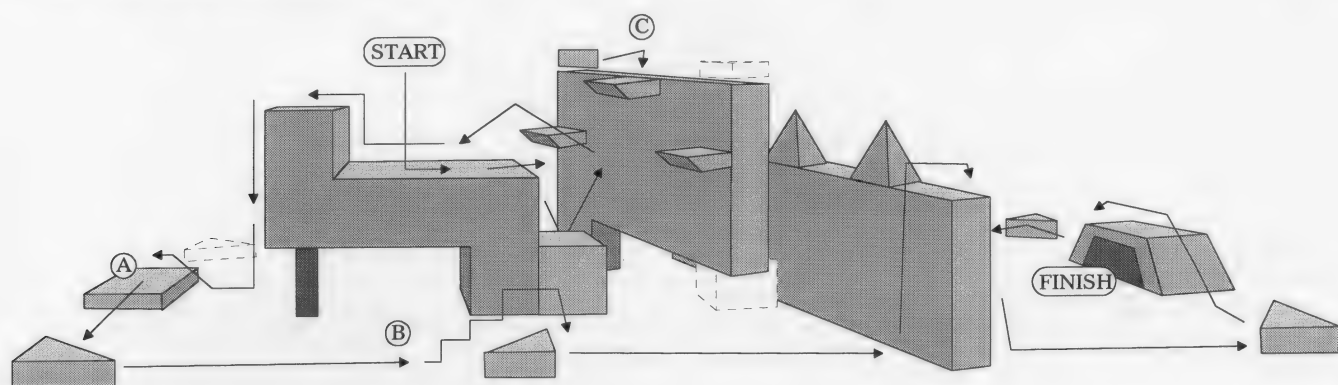
## OVER THE TOP

80 LEMMINGS  
70 TO BE SAVED  
RELEASE RATE 35  
TIME 10:00

### ARMY

PASSWORD:  
JACKAROO

This whole level comes off as one of those tight little puzzles with one specific solution and you either get it immediately off the top, or your great-grandchildren are trying to pull you off the machine because they've never met you. One turn, one build, and one dig, and you're done.



1. Make the first two Lemmings to come out into **CLIMBERS**.
2. After they bounce and climb over the block behind the entrance, they'll fall down and be stunned. Make the first of the two to wake up into a **TURNER**, at *A*. You want him to turn to his left.
3. The other Lemming will wake up from being stunned, get turned by his buddy, hit a turner block, and head towards a second one. Make him a **BUILDER** at *B*, so that he builds over this turner block and avoids it completely. Be sure not to build so far you hit against that first wall!
4. After that, just watch this Lemming climb the second wall, bounce off the corner block, walk over the exit, hit another corner block, climb *another* wall, and hit *another* corner block.
5. When he reaches *C*, right in the middle of the walkway and lined up with the tons of bouncing Lemmings, make him a **DIGGER**. That's it! The Lemmings will eventually get to the second trampoline, bounce over the second wall and over to the exit.

Like I said, simple solution, but it can take a long time for it to become apparent.



# LEVEL 70

## THE HANGAR

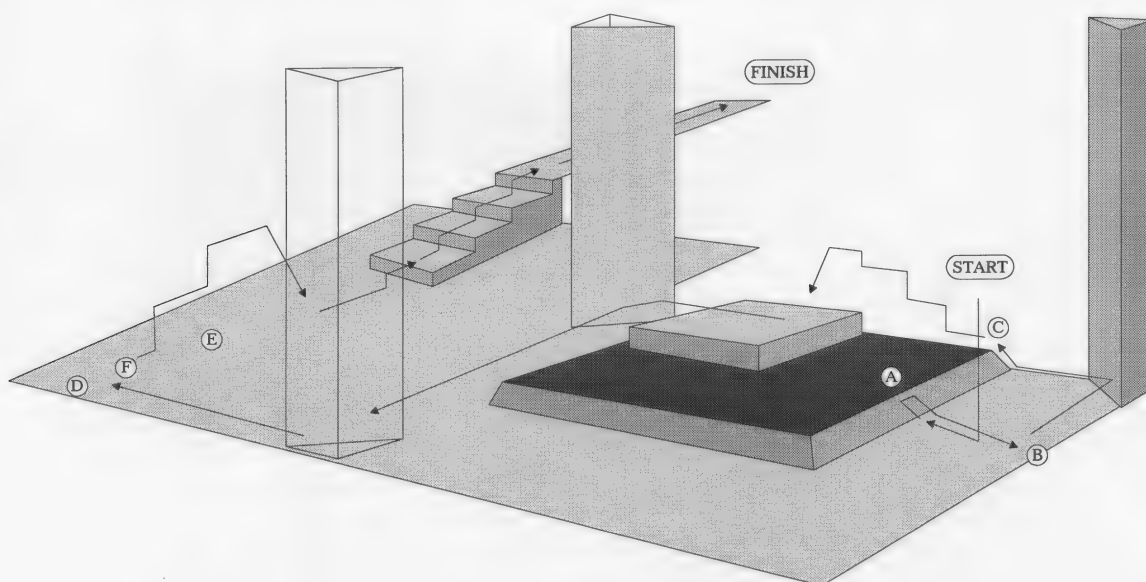
80 LEMMINGS  
63 TO BE SAVED  
RELEASE RATE 35  
TIME 5:00

## SPACE

PASSWORD:  
COOLAMON

The most frustrating aspect of this level is how it *ALMOST* seems that you have enough turners and climbers to get the job done, but you always fall short. Correction. That's the *second* most frustrating aspect of this level. The *most* frustrating aspect is how there's a creature at the top of the stairs that sucks your Lemmings down into oblivion. You want to bash the stairs, but you can't; they're metal. You want to bash the block above the stairs, but you can't; *that's* metal too! Aiiigh! You want to do some clever little building deal where you put a singular plank above the alien, but you can't; that diagonal block above the stairs is blocking you! Ooof! This is maddening! I need a drink!

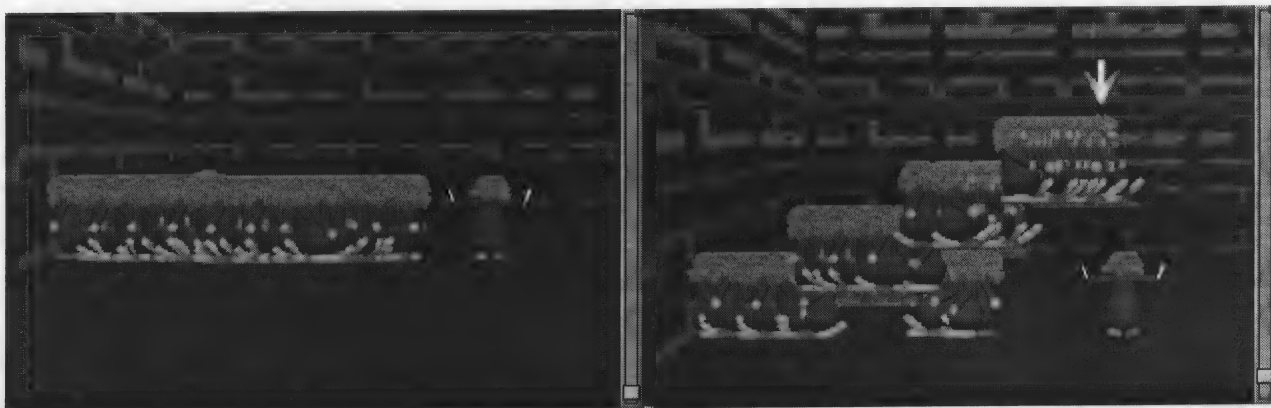
This calls for drastic action. An interesting trait of the alien at the top of the stairs is that it can only take one Lemming at a time. If you send *ENOUGH* Lemmings over the alien at the *SAME TIME*, you'll clear *just* enough Lemmings to beat the Level! Hey, that's why they call it "Mayhem" and not "Lemmings for Tots"!



1. The first Lemming makes a brilliant debut by dropping out of the entrance and getting **STUNNED**. When he wakes up, make him a **BLOCKER**. He'll walk to the edge of the space ooze pool and block at *A*. This will turn the Lemmings around. Make the next Lemming to reach the wall a **TURNER** at *B*.
2. The next Lemming will bank off the corner wall and walk towards the ooze pool. Make him a **BUILDER** at *C* to clear the pool and **INCREASE RELEASE RATE TO 99**. The Astrolemmings will walk onto the platform over the pool, bank off the two columns, and head into the main part of the Hangar, towards *D*.
3. Make the first Lemming to reach *D* into a **TURNER** such that he is aiming his buddies towards the stairs. If you need to sight the turner properly, go onto the stairs and look back. There are two flashing red lights. Make the

Lemming into a **TURNER** when he's between them. If you're able to do this at the right point by just sighting them, good for you.

4. Make the first Lemming to reach *E* into a **BLOCKER**. You want the distance between *D* and *E* to be no more than Two Grid Squares. You'll see why in about, oh, one step.
5. Wait for all the Lemmings that are coming (and there are a lot of them) to get stuck between the Blocker and the Turner. There should be so many Lemmings it's impossible to make any particular one out. This is important, because the Alien is going to try and thin this herd as best it can.
6. **HIGHLIGHT** a **LEMMING** in the herd, and when this Lemming is standing at *F* and is facing the stairs, make him a **BUILDER**. You'll see a neat cascade of Lemmings climb up on the bridge being built, fall, land on the other side of *E*, and head up the stairs. If you packed them in close enough, they'll walk over the alien with minimal damage, and you'll have rescued more than 63! Whew!



*Steps 3-6. Ooo, it's dark in here. Anyway, you want your **BLOCKER** to give enough space so you can **HIGHLIGHT LEMMING** and then **BUILD** over the **BLOCKER** to get towards the exit. You'll end up with a gigantic Lemming Mass that will easily overpower the abilities of the Staircase Alien to grab all of them.*

# LEVEL 71

## ACROSS THE NETWORK

80 LEMMINGS

70 TO BE SAVED

RELEASE RATE 70

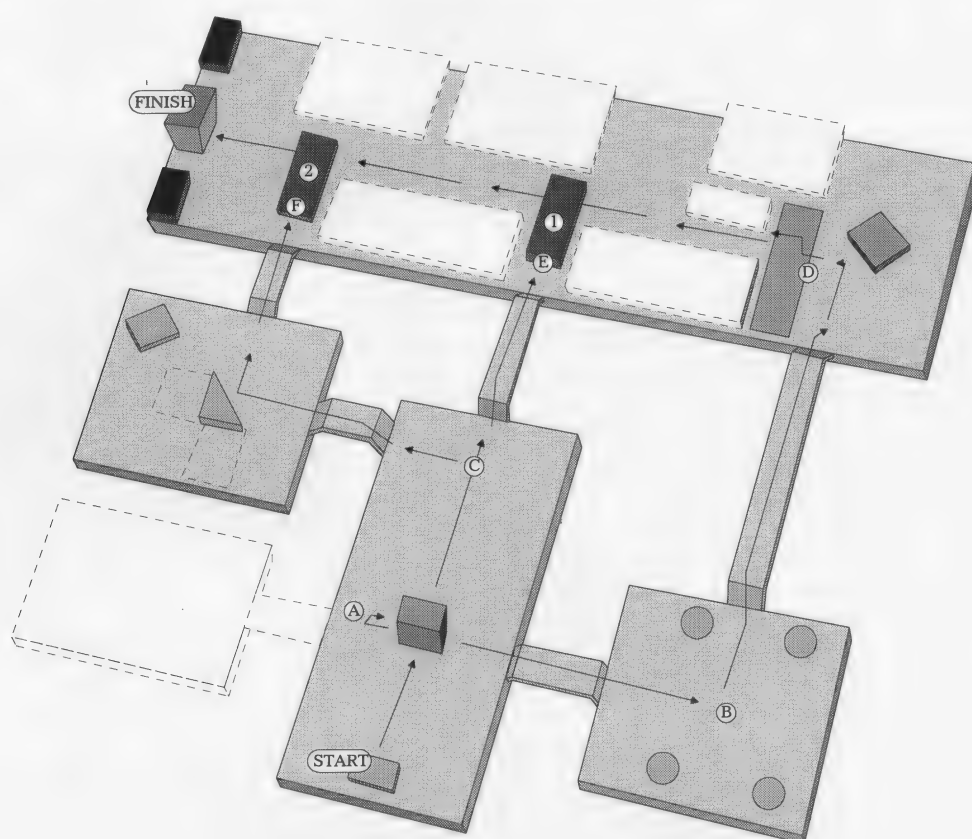
TIME 10:00

**COMPUTER**

PASSWORD:

**BANAUSIC**

This level requires split-second timing and swift camera control to beat. There's two chips (labelled 1 and 2) that are blocking Lemmings from getting over to the exit. The way I found to solve this mess was to send two Lemmings to do some chip-bashing and send the mass of Lemms into the exit crosswise. It's a snap. Really.



1. The Lemmings are walking out of the entrance towards the Splitter Block. Make the first Lemming that comes out of the block to the left into a **BLOCKER** around *A* to send the other Lemmings back into the Splitter. This will cut off any unfortunate Lemming Losses on the leftmost circuit board.
2. Flip to **CAMERA 3** and the Lemmings will be walking towards *B*, as well as in other directions. By putting that **BLOCKER** where you did, you've made it so no other Lemmings will get lost. When a Lemming does get to *B*, make him a **TURNER** to send them over the little bridge towards *D*.

3. It's going to take the Lemmings a while to walk over the long bridge towards *D*, so head over to *C* with the camera. Choose a Lemming, any Lemming. Make that Lemming a **TURNER**, aiming towards the little bridge that isn't being used yet. As soon as the *next* Lemming turns toward the little bridge, make the **TURNER** into a **BOMBER**, so that he's out of the picture. You have now sent one Lemming along walking to the far left in the diagram.
4. Return to *D* now. Here's where the split second timing comes in. You must make the first Lemming to reach *D* just before the electrical grid into a **BUILDER**. As soon as he gets his little pack on his back, zoom over to *BLOCK 1*. Make the first Lemming to go near that block a **BASHER** at *E*. Don't even wait for him to bash; zoom over to *BLOCK 2*. Make the lone Lemming you sent on a singular quest into a **BASHER** as well.
5. If all goes right, the line of Lemmings will come over the bridge you built, barely miss hitting *BLOCK 1*, then walk farther, and barely miss *BLOCK 2*. Then, to the exit and freedom!
6. After the Lemmings start falling into the exit, it'll take forever and a day while the other Lemmings bounce back and forth in the Splitter Block. Relax and enjoy.

# LEVEL 72

## RAIDERS OF THE LOST LEMMING

40 LEMMINGS

28 TO BE SAVED

RELEASE RATE 20

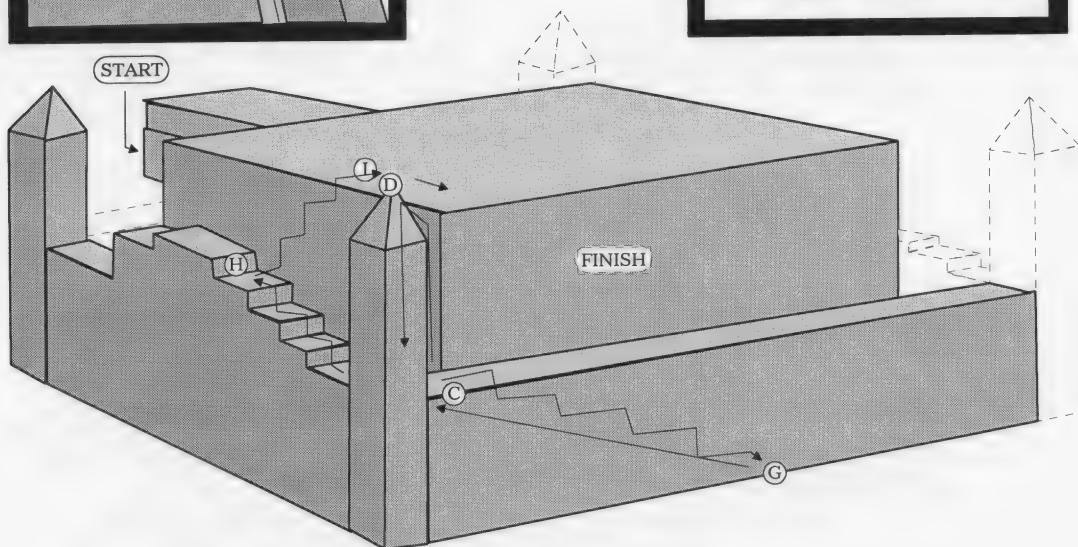
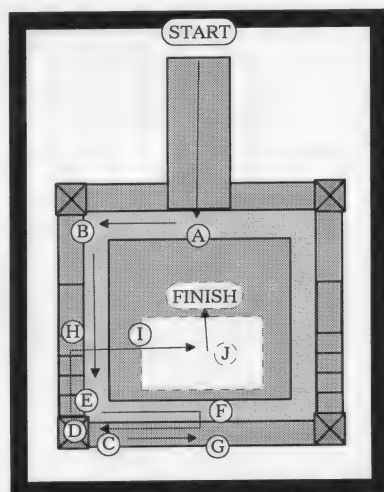
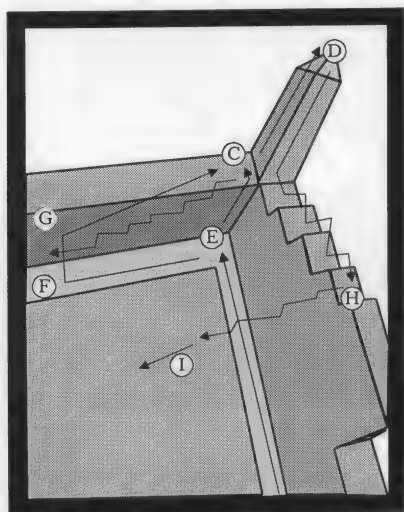
TIME 10:00

EGYPT

PASSWORD:

FABURDEN

What'll stump you on this level is just getting *inside* the temple to get to the exit. There's an obvious entrance in the back of the building, but the flamethrowers that destroy your Lemming Excavation crew are probably not going to help matters. I tried to **INCREASE RELEASE RATE** to 99 and steer them in as one big clump, but the gap between the two flamethrowers makes it so the best I ever got was one under par. So, we'll just do some clever trickery with **TURNERS** and **DIGGERS**, and we'll have a solved level in no time!



*Is it just me, or does this diagram look like something out of an archeological textbook?*

1. Wait till the first of the Lemmings reaches *A*, and make him a **TURNER**. Put a **TURNER** at *B* as well, to send them down the corridor.
2. Make the two Lemmings at the head of the line into **CLIMBERS**. Zoom back to the rear wall of the "Temple".
3. When the first Lemming climbs up to *C*, make him a **TURNER** to his left. When the second Climber reaches the top of the wall and turns, make him a **MINER** at *C* as well. He'll mine diagonally down to the ground, stop, and turn around.
4. This Climber Lemming will walk up the stairs he just made and begin climbing the "post" on the corner. When he reaches the top at *D*, he should become a **DIGGER**.
5. Let him dig down until the post is equal in height with the two stone blocks on two sides of it. When it is, make this Digger Lemming into a **TURNER**. He'll stop digging and go right into Turner Mode, and you saved a Lemming!
6. Now to let the others in on the fun. Put **TURNERS** at *E*, *F*, and *G*. You'll now be sending Lemms up the staircase that Miner/Climber/Digger Lemming made in step 3.
7. When the first of these Lemmings reaches *H*, he should become a **TURNER** towards the Temple. The Lemming after him should **BUILD** a bridge towards the Temple.

What happens next is slightly different on the **PC** and **PLAYSTATION** versions of the game. If you have a **PC**:

8. The Builder Lemming will hit the side of the Temple and begin walking again. When he does, make him a **MINER** immediately, at *I*.

However, if you have a **PLAYSTATION**:

8. The **BUILDER** Lemming will not just hit the side of the Temple, but he'll keep **BUILDING**! So, make the **FIRST** Lemming to overtake the **BUILDER** and land on the roof into a **MINER**, around *I*.
9. Switch to **CAMERA 4**, and you'll be inside the Temple. You're probably not going to be in the most comfortable place to clearly see the Lemmings come in from the ceiling, but if you quickly spin around, you can put a **TURNER** at *J* and away they go!

I should note that the **PLAYSTATION** version of this level is tougher, because you're losing a Lemming on the **BUILDING** in step 8, and this can make the difference between victory and defeat. Keep trying.



# LEVEL 73

## THE CATACOMBS

80 LEMMINGS

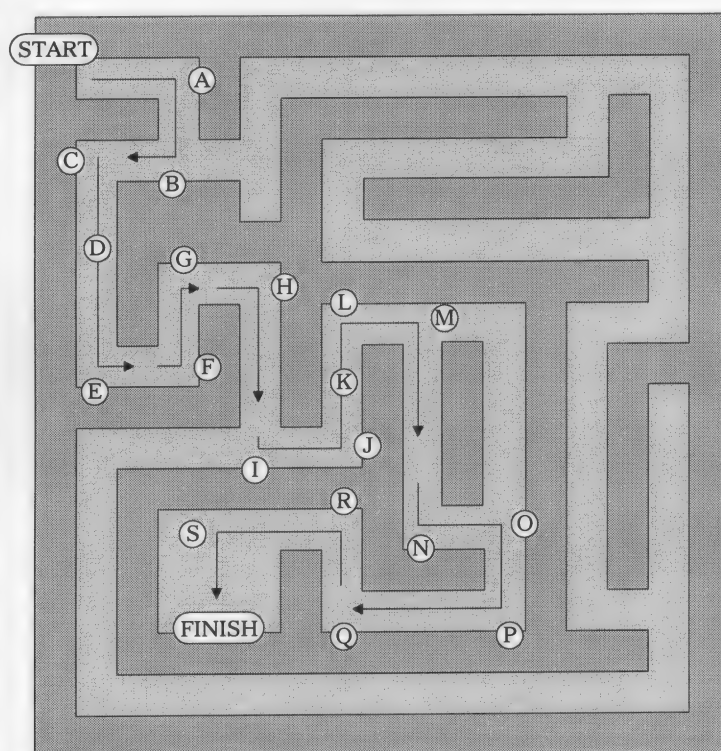
40 TO BE SAVED

RELEASE RATE 50

TIME 10:00

**MEDIEVAL***PASSWORD:**RECKLING*

Oh NO! A massive maze! Luckily, the map and layout are right here to help you through. Several of the sections look extremely alike, so the challenge is to make sure you're where you think you are. Although it might seem like a great amount of fun, **VIRTUAL LEMMING** will make this level almost unsolvable. Feel free to try, though.



1. The level starts with the Lemmings released into the deepest corner of the Catacombs. The key here is not to lose your bearings. Keep an eye on the locations of torches, stained-glass windows, and vines to track your location. Make the first two Lemmings into **TURNERS** to their right at *A* and *B*, and the next a **TURNER** to the left at *C*.
2. There's a bear trap in the center of this hallway. **BUILD** at *D* to avoid it, then make **TURNERS** at *E*, *F*, *G*, *H*, *I* and *J*. A second bear trap is in your way, so **BUILD** at *K* to get past it.
3. The rest of this level is all **TURNERS**. Place them at *L*, *M*, *N*, *O*, *P*, *Q*, and *R*.
4. Finally, place one **TURNER** at *S* to put the Lemmings away.

# LEVEL 74

## JELLY BELLY ISLANDS

40 LEMMINGS

25 TO BE SAVED

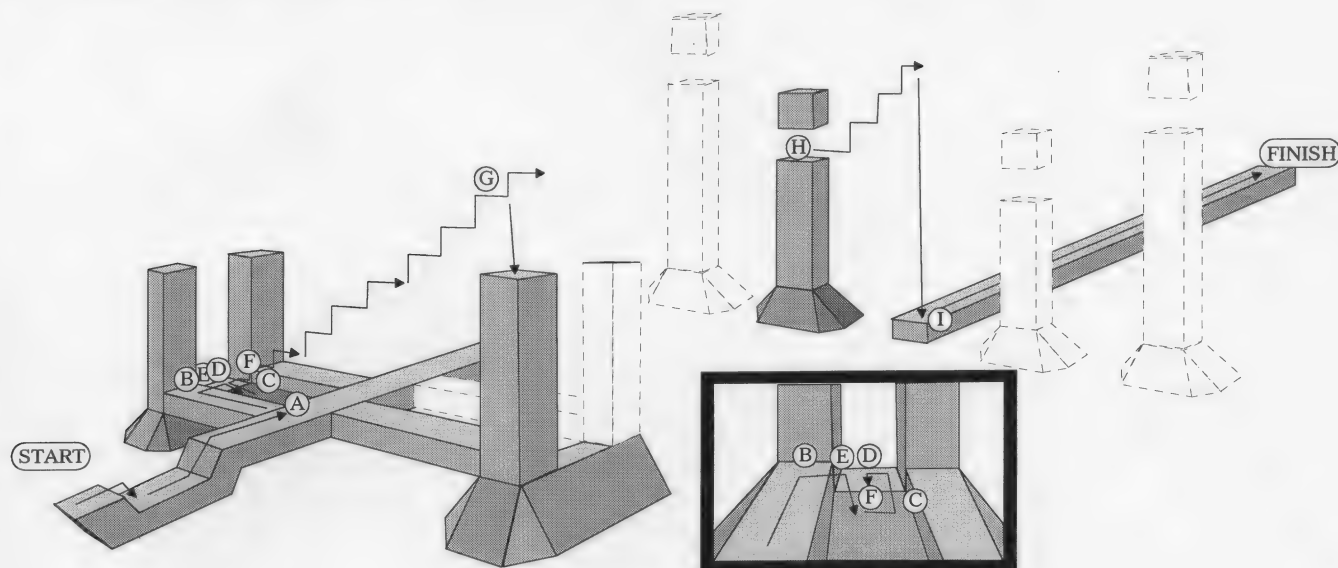
RELEASE RATE 20

TIME 5:00

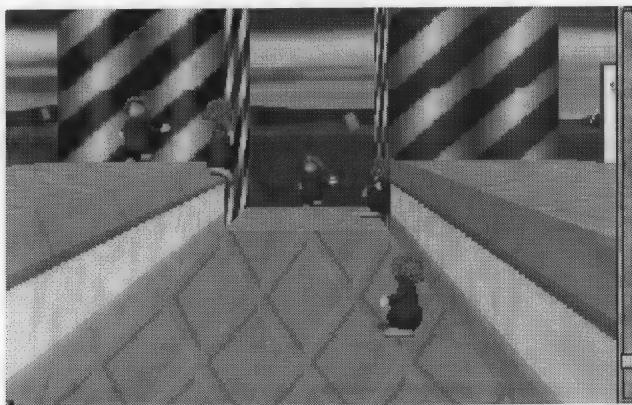
**SWEET**

PASSWORD:  
MIRLITON

The real killer here is trying to get all the **TURNERS** in the right place at the time. The optimum teleporter you want to get these Lemmings to is the Yellow one.



1. Make the first Lemming into a **TURNER** at A, sending the Lemmings towards the black candy cane. At B, place a **TURNER** so he sends the others into the gap between the black and red candy canes.
2. When a Lemming drops down, make him into a **TURNER** at C, sending the Lemmings *between* the two candy canes. Two more **TURNERS** at D and E will turn the Lemmings around. The reason you did all this was to get one grid square back so you could build.



*Steps 1-2. Unfortunately, you sometimes have to do these **TURNER** acrobatics to get the job done. The Lemmings are turned away, then 180 degrees back (two **TURNERS** equal one **BLOCKER**) and then you're going to **BUILD** to get up to the yellow candy cane. Whew!*

3. When a Lemming goes through your little Turner Maze and is facing the yellow candy cane, make him a **BUILDER** three times. If you did it right, he'll build right up... past? the candy cane. Oops!
4. Your bridge is going to be too long, so get to the side view and make a Lemming a **BASHER** at *F*. He'll bash through the bridge segment that's right above the teleporter, then drop down onto this teleporter. This may take a try or two to get right.



*Step 4. Up at the top of this picture, the **BASHER** is bashing through the bridge just before the **TELEPORTER**. The Lemmings that come after him will thank him.*

5. Switch to **CAMERA 4**. Now you're facing the yellow teleporter pad near the exit. When a Lemming appears at this teleporter, make him a **BUILDER**, at *G*. He'll build a bridge clear over the platform leading to the exit. However, he will stun himself doing it. When he wakes up, make him a **TURNER** at *H*. And home they go! You'll *just* make it under the time allotted.

Uh, Piece of cake.

# LEVEL 75

## HOLE IN ONE, TWO, THREE!

**GOLF**

PASSWORD:

OPAPANAX

40 LEMMINGS

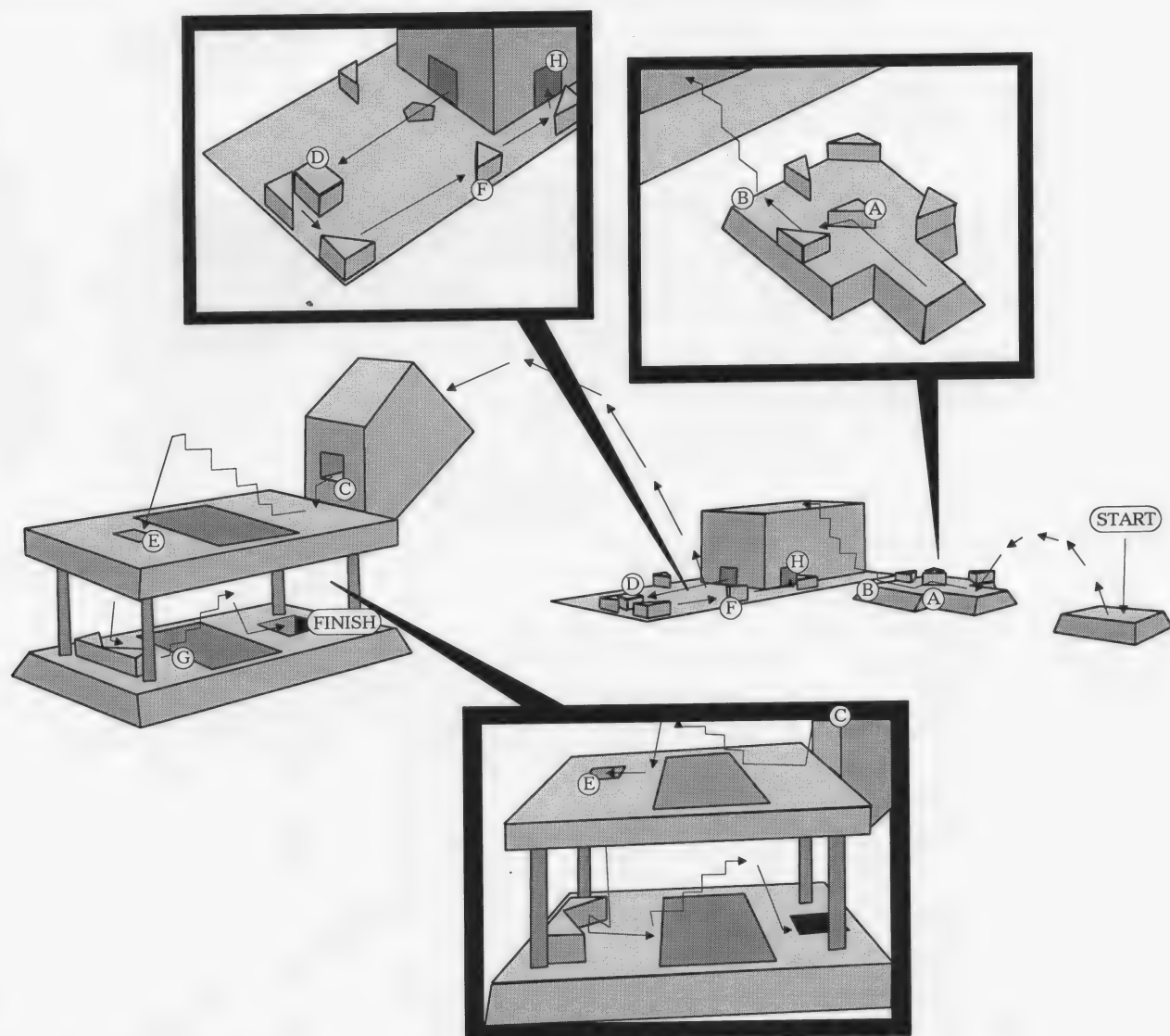
40 TO BE SAVED

RELEASE RATE 70

TIME 8:00

If you die and you were a bad person, you will have to sit in a small room with a low-grade black and white screen and play this level. As it stands, you are a good person but you still have to play this level. Sorry.

What makes this level diabolical, and "diabolical" is just the word I mean to use, is the timing. The timing would make a Swiss watchmaker throw up his hands in frustration. You have 40 Lemmings, and you *have* to save all 40! None of this sacrificing you've been sneaking past with on levels up to here; you have to keep track of *everything*.



1. Switch to **CAMERA 2**. Lemmings will begin dropping down onto the targets. Make the *second* Lemming to reach *A* into a **BASHER**. This will allow two Lemmings to go ahead while the others get caught in a loop for a few vital seconds.
2. When the first of the two Lemmings reaches the edge of the second island, at *B*, make him a **BUILDER**. The timing here is close enough that his final plank will go down *just* as the second Lemming catches up to him. Aiee.
3. Switch to **CAMERA 4** and move around the side of the massive structure. There's a target here at *C*, and a Lemming will land on it shortly. When he does, make him a **BUILDER**. When he begins building, **PAWS**.
4. In **PAWS**, move to **CAMERA 3**. The second Lemming didn't get sprung by the Spring, so he's walking towards a block. Take **PAWS** off, make him into a **BASHER**, at *D*, and **PAWS** again.
5. Go back to **CAMERA 4**. Your Builder is done or almost done building his bridge over the quicksand. There's a lighter-shaded patch of grass after the sand trap. When he drops down to this, make him a **DIGGER** at *E* and he'll begin digging straight down.
6. Back to **CAMERA 3**. Your second Lemming is now heading towards *another* block. Make him a **BASHER** through this block as well, at *F*. **PAWS**.
7. Once again to **CAMERA 4**. Drop down a level; your Lemming has fallen down, hit the two corner blocks, and is walking towards the quicksand. Make him a **BUILDER** here, at *G*. **PAWS**.
8. Go to **CAMERA 3**, although you're on the wrong side and you'll have to sweep around. Your second Lemming has bashed through the second block and he has one more wall to bash through. When he hits the corner block and turns towards the dark wall, make him a **BASHER**, at *H*.

Now you've set up an endless loop of Lemmings going in the right direction to step on the spring and be sprung up into the tunnel, and a set of bridges to get them over two pools of quicksand. Go take a walk outside for a few minutes. Don't brag about this accomplishment to anyone. They just won't understand. I will, though.

**LEVEL 76****FUN FAIR**

40 LEMMINGS

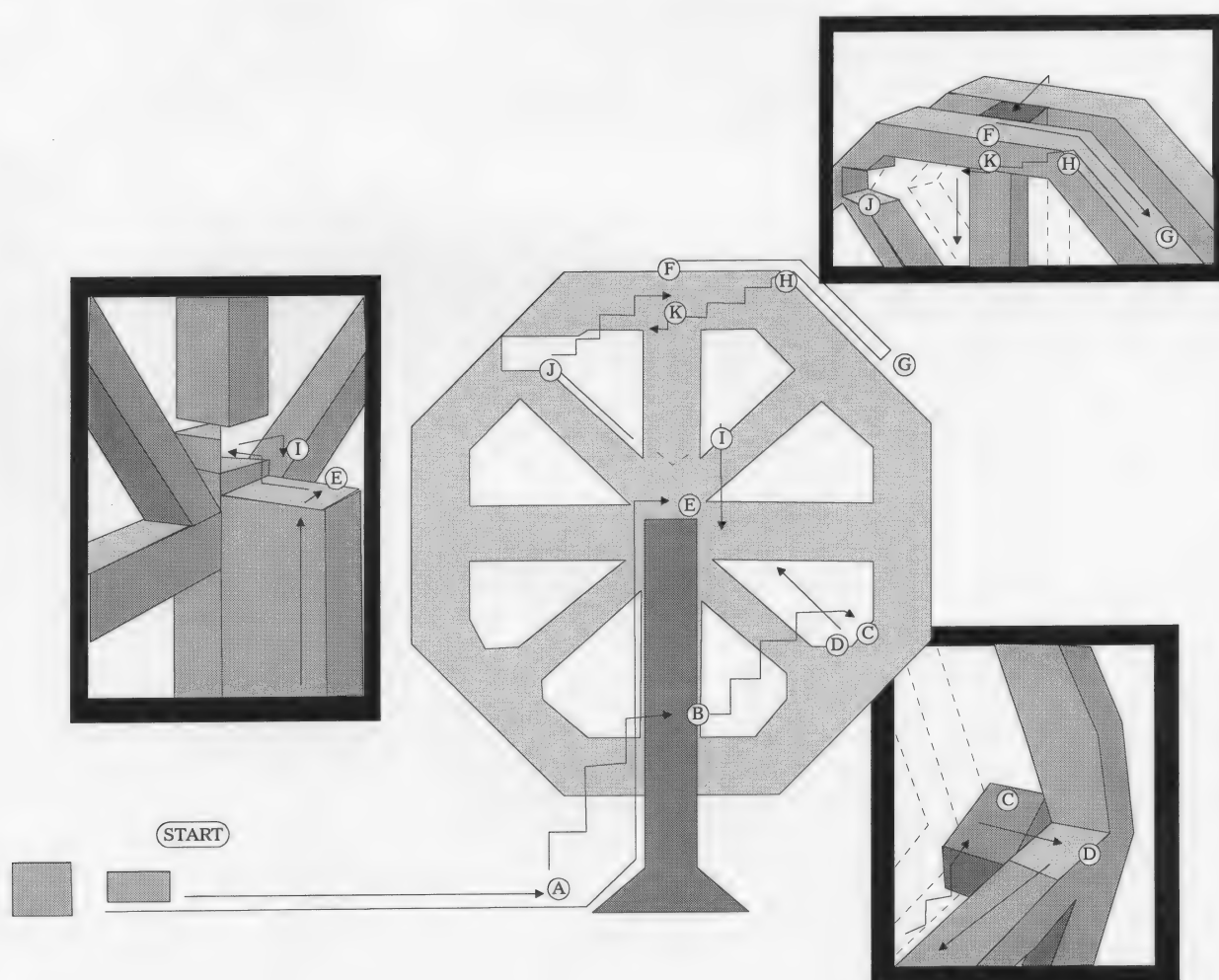
25 TO BE SAVED

RELEASE RATE 20

TIME 5:00

**CIRCUS***PASSWORD:***BIMBASHI**

Don't think there weren't some times when *I* was entirely stumped; this was one of those times. Somehow, I just couldn't get the Lemmings up to the top of this ferris wheel and put them in the right place. However, through perseverance, support from my friends, and paying attention to the subtle clues the designers left for me, I had the thing finished in a snap! However, my definition of "snap" was three weeks. Luckily, this doesn't have to be the case for you.



1. Shift over and make the first Lemming to come out of the entrance into a **BUILDER** at *A* . He should build his first segment of his bridge so that it lands under the first "car" of the ferris wheel. If this is done correctly, the bridge will build up to the bottommost car.



2. As soon as he walks to the end of the "car", make him a **BUILDER** at *B*. He should build right up to the rightmost "car". When he finishes building, make him a **TURNER** at *C*, then the next into a **TURNER** at *D*.
3. Go back to the entrance, and make the next **SIX** Lemmings into **CLIMBERS**. This will exhaust your Climber reserves. Now go up to the top of the grey stand, and make the first Climber to reach it into a **TURNER** at *E*, so that he'll guide the other two Lemms into the main part of the Wheel.
4. That done, go to the tip-top of the Ferris Wheel (Man, the air is thin out here). Make the first Lemm to reach *F* into a **TURNER**, aiming the two Lemms after him to his left.
5. After the two Lemmings turn, make the first of the two into a **BLOCKER** at *G*. When the last of these three Lemmings hits the Blocker and turns around, make him a **MINER** at *H*. If this was done correctly, he'll mine down and to your left, exposing the entrance (THERE it is!) and then, sadly, falling to his demise.
6. Now, let's get the other Lemmings free! Make one of the two remaining Lemmings into a **DIGGER** at *I*, and he'll dig straight down and free the others.
7. **HIGHLIGHT** a Lemming and make him a **BUILDER** at *J*, so that he's aimed towards the exit. He'll build up, and thanks to the **MINER** from Step 5, he'll *just* clear the gap.
8. Finally, make a Lemming of your choice into a **TURNER** at *K* and send the Lemmings out of this Ferris Wheel.

# LEVEL 77

## CRITICAL TIMING

20 LEMMINGS

19 TO BE SAVED

RELEASE RATE 50

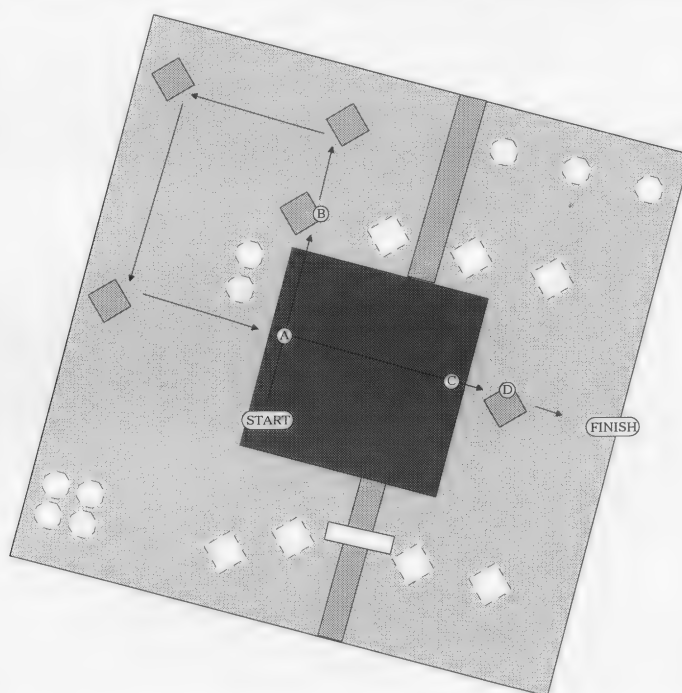
TIME 2:30

**COMPUTER**

PASSWORD:

CAATINGA

Talk about your close shaves! With only 2 and a half minutes on the clock, you have very little breathing room. This level has a massive decoy: it ALMOST appears that you can bounce off two off the chips at the top, bash through the chip, use the bridge on the bottom, bash through the chip again, and bounce to safety. If you try it, however, the clock will run out on you every time. Instead, you have to do an extremely well-timed maneuver using the bomber and the digger provided.



1. Make the first Lemming to drop out of the entrance into a **BOMBER** such that he blows up exactly at *A*. This may take a few tries to get right. If you're successful, you can line up along the arrows as seen in the diagram and everything will be along the same line. If you do it too early or late, this won't work. As soon as the next Lemming passes point *A*, increase **RELEASE RATE** to 99.
2. **BASH** at *B* through the first chip the Lemming encounters after dropping off the Black 1086 Chip (the big one in the center). If you bombed in the right place, the Lemmings will bounce off the two chips at the top and the chip on the left and *walk up onto the black chip like a stepladder* around point *A*, walking towards the exit. If they don't, press ESC and try again.
3. Make the second Lemming to reach *C* into a **DIGGER**. This is not quite so obvious, and the reason for it is to prevent any additional Lemms from bouncing off the chip at *D* and into oblivion.
4. Finally, **BASH** at *D* and watch the clump of Lemmings make it with seconds to spare

# LEVEL 78

## CASTLE PERALUS

30 LEMMINGS

26 TO BE SAVED

RELEASE RATE 1

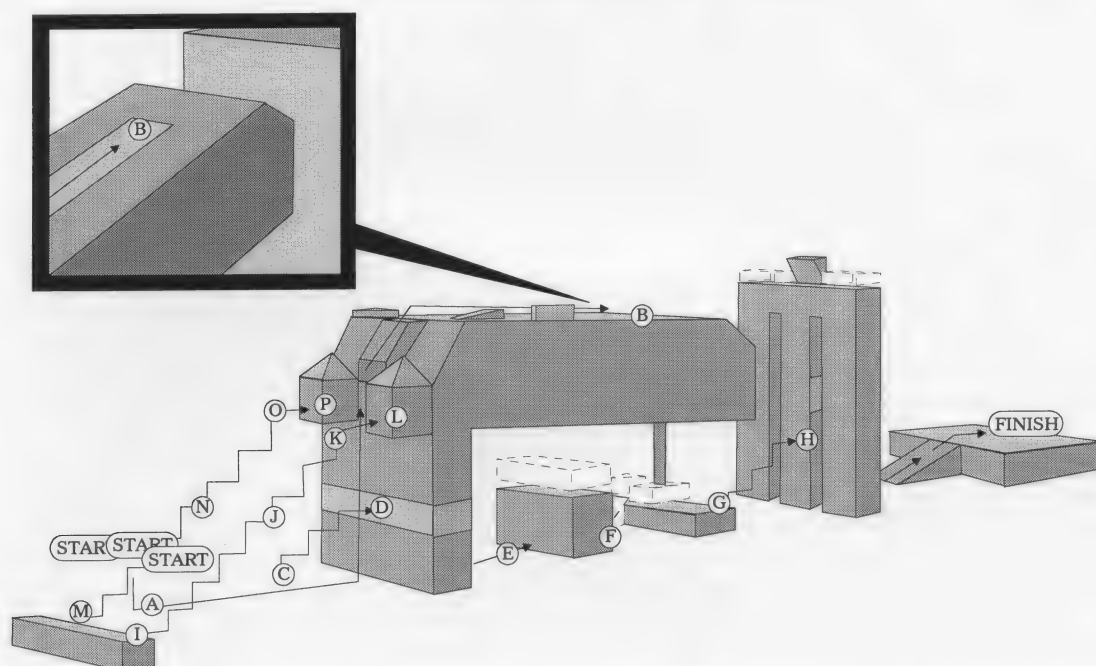
TIME 7:00

**MEDIEVAL**

PASSWORD:

**PENSTOCK**

The first thing to do is ignore all the one-way blocks on the bottom of the castle. They aren't lined up correctly and they'd be a waste of bashers anyway. The key to this level is the use of **BUILDERS**. While I've tried to do my best to avoid levels where a single half-grid square makes a difference, I had no choice here. This important distance is near the entrances. You have to build the bridges one half-block behind the side entrances, and build three times.



1. Make the first Lemming to come out of the Middle Entrance into a **CLIMBER** at A. He'll climb up the side of the "castle", walk over a small ramp on the top and begin walking towards an extremely unfortunate drop. The top of this castle is dark-colored, except for the center, which is light-colored. The light-colored blocks are destructible, and the rest is indestructible. When your **CLIMBER** is over the *last* light-colored block at B, make him a **DIGGER**. He'll dig a hole straight down and end up walking back and forth along the bottom of the castle.

The hole you dug is too deep for any other Lemmings to fall down without blowing up, and we're going to fix that soon.

2. Choose another random Lemming from the middle entrance and make him a **BUILDER** when he reaches C so he'll build to the light-grey blocks in the side of the "castle". This, again, is the destructible part of this wall. After he builds to it and turns around, make the next Lemming to reach the wall at D into a **BASHER**.
3. After your **BASHER** drops down onto the ground and reaches E, make him a **BOMBER** so he blows up the block in the way. This clears a path for the Lemmings that are following.

4. The next one is a *little* sticky in terms of timing. Make the first Lemming through the hole your **BOMBER** just made into a **BUILDER** at *F*. If this is done right, the last segment of the bridge will *just* span the top of the next hurdle. This is very important, because Lemmings will now drop out of the hole from step 1 and fall on this bridge.
5. Finally, make the Lemming into a **BUILDER** at *G* to build up to the last column, then make him into a **MINER** at *H*. This will save your **BASHERS** for more important things.

The Lemmings from the Middle entrance will now start going into the exit. Time to fix the other two sets!

6. Start with the set of Lemmings closest to you, whichever this may be. Wait until a Lemming bounces off the rear wall, and then make him a **BUILDER** at *I*. It's important that the first segment of the **BUILDER**'s bridge go down *before* the entrance.
7. Make this Lemming a **BUILDER** *two* more times at *J* and *K*. If you had him build in the right place, he'll only put *one* segment down before he's stopped by the little "turret". Let him turn around, and make the next Lemming to reach the turret into a **BASHER** at *L*. By having the **BUILDER** build where he did, the basher will leave one small amount of the turret for the others to walk on.
8. The way this level is designed, you've now rescued these Lemmings! They'll walk up, get turned to the center, and fall down the hole you dug in step 1. If you *didn't* build the bridge in the right place in step 4, the Lemmings will fall and explode. If you *did*, they'll just be stunned.

That's two sets of the Lemmings!

9. The last set works the same as the second. Make a Lemming into a **BUILDER** at *M* as he bounces off the rear wall. Have him build two more times at *N* and *O* so he stops at the turret, and make the next Lemming to arrive into a **BASHER** at *P*. This will clear a path to the top of the "castle", and again, two **TURNER BLOCKS** will guide your Lemmings into the hole from step 1, and safety.

## LEVEL 79

### TUTHER CIRCUS LEVEL

80 LEMMINGS

75 TO BE SAVED

RELEASE RATE 50

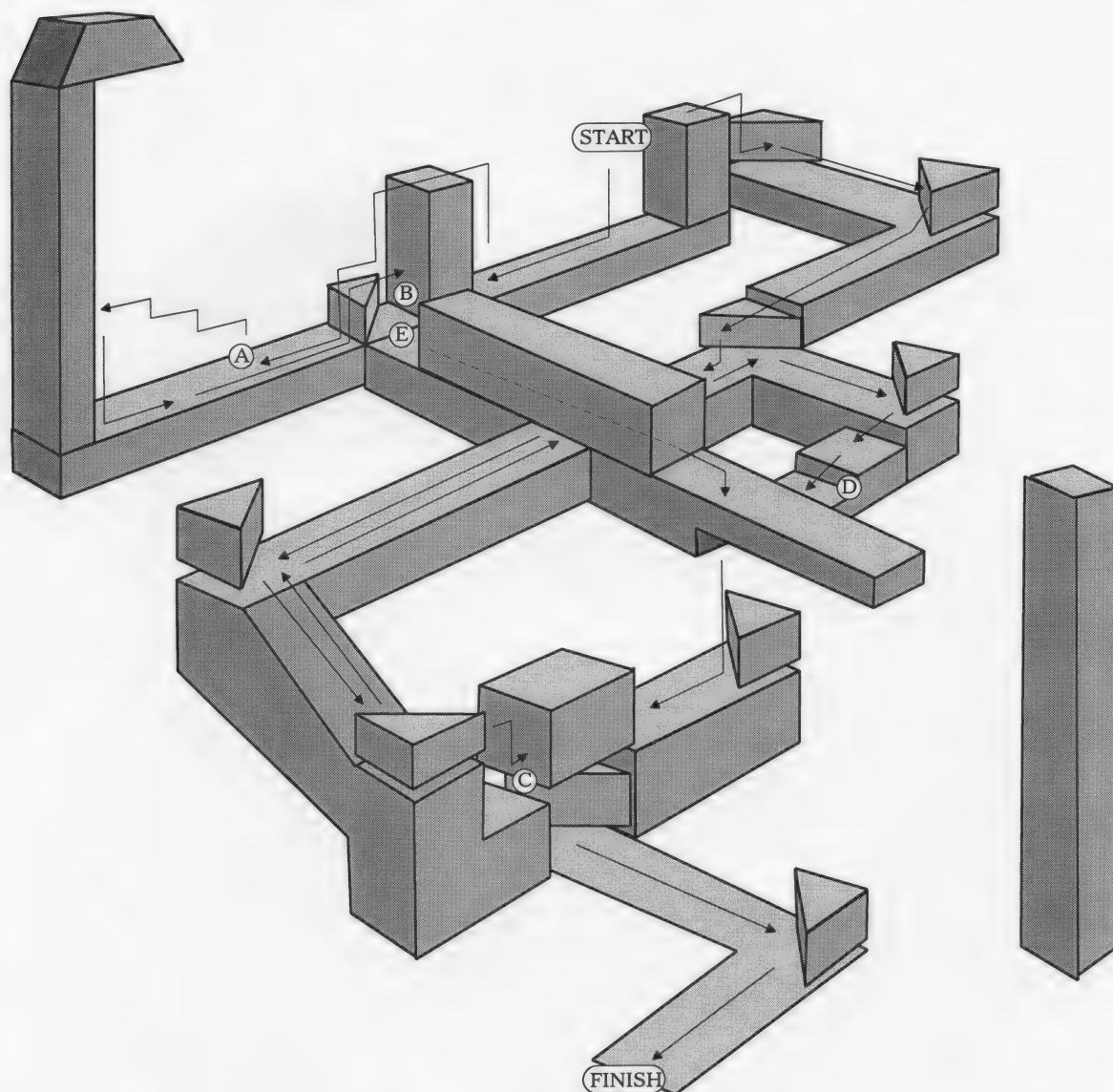
TIME 5:00

**CIRCUS**

PASSWORD:

SPRINGAL

Initially, you might look at this level and go “Wow! They sure stuck an *easy* one in at the end!” But then you actually start playing the thing and see that even though it looks like a snap, there’s actually a lot of things fighting to stop you from completing the mess in time. As it turns out, you make a couple hapless **CLIMBER** lemmings do a whole mess of acrobatics with the **TURNER BLOCKS** and then a couple **BASHERS** when the situation calls for it. The toughest consideration of all is where to use the single **BOMBER** you’ve been blessed with.



1. Make the first two Lemmings to come out of the entrance into **CLIMBERS**. They'll climb over the one-way blocks, and then over the blue-and-orange turner block. At *A*, make one of the two Climbers into a **BUILDER**. He'll build up to the high "candy cane"-shaped tower, and proceed to climb to the top. When they drop down again, they'll only be stunned, and will soon get up.
2. When one of the two climbers reaches *B*, make him a **BASHER** so he'll bash through the one-way block. The other Climber will climb over and they'll end up pretty much next to each other when the bashing is done.
3. Now zoom over to the one-way block at *C*. The pair of Climbers will go through a convoluted path and eventually end up here. Let the first of the two bounce off the one-way block, and make the second a **BASHER** so he'll bash through the block and fall down and go into the exit.
4. Your climber will retrace his steps until he comes across a convenient turner block, and then end up at *D*. Make him a **BOMBER** here, and he'll take out an important pink-and-blue block under the set of green-and-white blocks.
5. Finally, **HIGHLIGHT** a **LEMMING** in the mass of CircusLemms near the entrance, and make him a **BASHER** at *E*, so he'll bash through the green-and-white blocks mentioned in step 4. He'll bash merrily along till they get to the hole made by the Bomber, and they'll fall down to the exit.

Simple, right?

Right?



# LEVEL 80

## FINAL MAZE

40 LEMMINGS

25 TO BE SAVED

RELEASE RATE 70

TIME 10:00

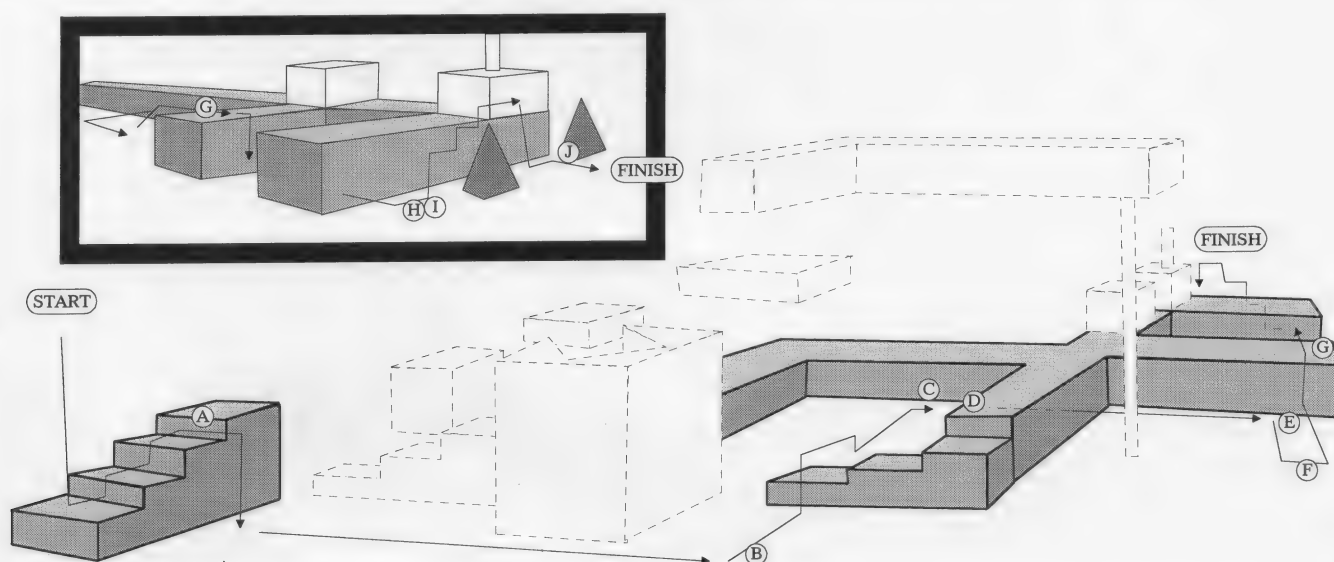
**FOREST**

PASSWORD:

**BABIRUSA**

Here we are! The final chapter in the 3D Lemmings Saga! What a level! Springs and ice and trees and turner blocks and one-way walls and guess what we're not going to deal with *any* of them.

As it turns out, you can solve this level by just using your turners and bashers to avoid the entire mess completely.



1. Make the first Lemming to drop out of the entrance into a **TURNER** at A.. Let's get *right* off the beaten path.
2. Put a **TURNER** at B, and the Lemmings will turn and walk over the first segment of a set of stairs and keep going. As they approach the wall, put a **TURNER** at C. The first Lemm to reach D should become a **BASHER**.
3. Out the Lemmings come. Place a **TURNER** at E, the last segment you can put any Lemmings before they fall in the water. However, place the Turner so he turns the Lemms *away* from the wall. Then, immediately make the next Lemming into a **BLOCKER** at F. This will prevent any strays from getting permanently wet.
4. The Lemmings will hit the Blocker and turn around. Make one of them a **CLIMBER**. When this Climber gets to the top of the first wall, make him a **BOMBER** at G. He'll drop down and blow out the lower segments in the two walls. Onward the Lemmings March!
5. When a Lemming reaches H, make him a **TURNER**, turning the Lemms towards the trees. Make the first Lemming to turn into a **BUILDER** to get over that tree.
6. Finally, the Lemmings will drop down from the bridge in between the two trees. Choose any Lemm you want and make him a **TURNER**, at I. And they are *OUT OF HERE*!

## ABOUT THE AUTHOR

### JASON SCOTT SADOFSKY

1700 LEMMINGS

900 TO BE DRAWN

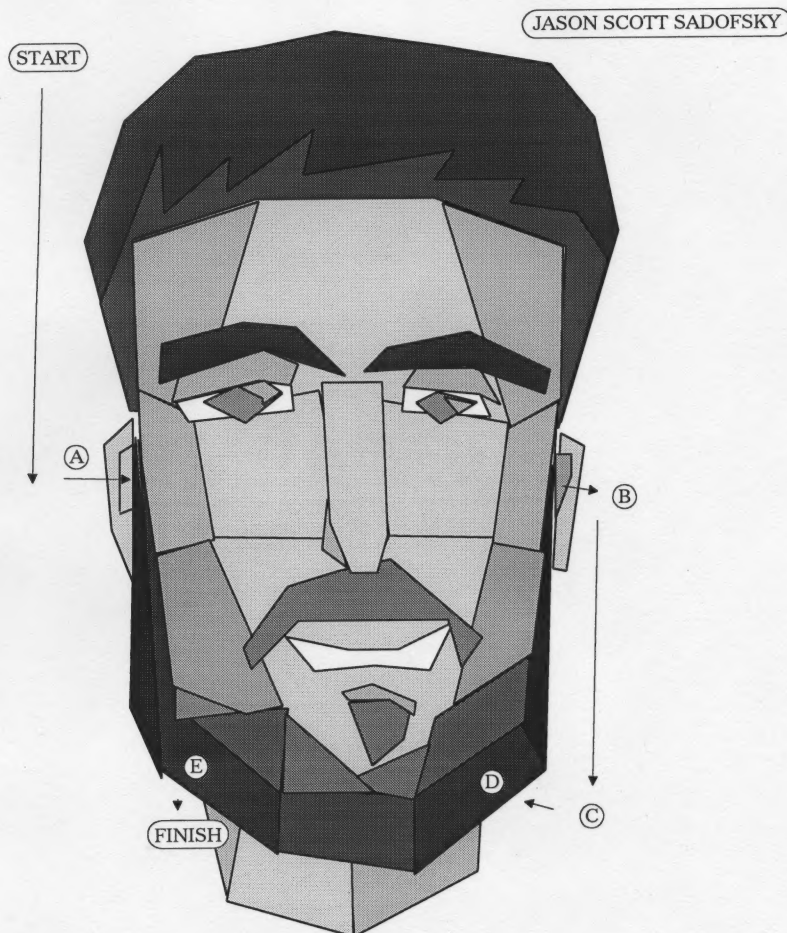
RELEASE RATE 2 DAYS A WEEK

TIME 3:00am

## ART GUY

PASSWORD:

JOLTCOLA



1. Jason works for Focus Studios in the Boston Area as a **HINT BOOK WRITER**. He spent way too much time playing Lemmings 3D and shakes quietly if you say the words "Freehand Perspective Drawing" near him.
2. He invites your comments and questions, at A. Place a **E-MAIL MESSAGE** to him at [sketch@lemmings.com](mailto:sketch@lemmings.com).
3. Jason lives in Cambridge with way too many objects of a cow theme, spends lots of time on the Internet, and still digs the Lemmings games, even after 4 solid months of Lemmings 3D.

## Thanks and Acknowledgments

Above all, this book would not have been written without the efforts and support of Mark Tsai, who co-wrote the original *Lemmings Companion* and saw promise and a future in the work where others were slightly amused. Mark, among other things, hired me, and this is more than I can say for most people.

Even with Mark's efforts, however, the book would not have been written without the actual *existence* of a 3D Lemmings game. So a mighty wave to Clockwork Games: Martin Hall, James Thomas, Neil Casini, Rob Matthews, Peter Grayley, Andrew Brechin, Rob Rawson, and anyone else associated with the project. This includes Greg Duddle, who produced the game and provided me with up-to-the-minute betas of 3D Lemmings for Playstation and PC-CD to make sure I was producing accurate hints.

At one point or another, I was left alone, staring wearily at the screen, trying for the hundredth time to solve a level which just wasn't registering in my brain. Luckily, these times were few, but I'd like to thank those who gave me suggestions or solutions that I've used in this book:

Jim Drewry casually suggested the solution to Level 70, "The Hangar", even though I had recently pegged him with a Nerf Dart.

Greg Duddle, producer of 3D Lemmings, told me the solution to Level 28, "All Around the Watchtower", which was much, much easier than the bizarre solution I came up with.

Mr. Tsai and A.J. Aranyosi (the other writer of the original *Lemmings Companion*) helped me get a fresh perspective on Level 76, "Fun Fair", which was the level that took me the longest to solve. Without his help, we'd probably have a *Companion* with a suspicious missing page or two.

Paul Chapman and Corey Feder fixed a ton of spelling and technical errors. They're gone now. I promise.

Phil Sandock was very diplomatic and supportive when I was literally screaming at the screen while solving Level 60, "Death Slide", which is a great feat considering the office had just me and him and it was dark outside.

Lisa Cheney deserves a wink and a nod for flinging a platter across the pond to the states to provide art for the cover. Cheers!

Mike Farren and Cynthia Coll showed great persistence of good will by smiling when I danced around the office for the twentieth time upon getting a level drawing finished.

Chris Caprio was the man who phone interviewed me to get my technical support position at Psygnosis, and Darlene Zimble at Uniforce Boston was the lady who arranged the phone interview. From this all good things have come, and I am indebted to them.

Dorothy Bowers is the bestest lady in the whole wide world. Without her, this would be a grim existence, indeed.

Rich Yampell wants a mention in the book. Hi, Rich!

Finally, I'd like to dedicate the spirit of this book to Buzzy's Fabulous Roast Beef in Boston, which never let Federal Income Tax laws prevent them from making a truly unhealthy but mighty tasty veal cutlet.

# FUN

# TRICKY

**THE LEMMINGS 3D COMPANION - WRITTEN AND ILLUSTRATED BY JASON SCOTT SADOFSKY**



## TAXING

LEVEL	NAME	# OF LEMMS	TO BE SAVED	RELEASE RATE	TIME	PASSWORD	
41	Forest	SPAGHETTI JUNCTION	80	60	50	10:00	CABOCEER
42	Circus	PICKY PLATFORM	80	60	50	8:00	GEROPIGA
43	Army	LET THE RACE BEGIN	80	60	50	5:00	BONTEBOK
44	Lemco	POLES APART	80	60	30	10:00	EMPYREAL
45	Space	3D - A LEMMING ODDESSY	80	60	50	10:00	LANGLAUF
46	Golf	RICOCHET	40	36	60	10:00	NANNYGAI
47	Medieval	IF THE TIMING IS RIGHT	80	70	20	7:30	SARATOGA
48	Space	RESCUE TEAM	80	65	50	8:00	QUINTAIN
49	Circus	WHICH TRAMPOLINE	80	72	50	7:00	MUSQUASH
50	Lemco	IT'S THE NAME OF THE GAME	80	56	89	8:00	ZOMBORUK
51	Forest	CHAOS MAZE	80	50	50	10:00	SKILLING
52	Army	TEAM WORK	80	79	90	6:00	WOBEGONE
53	Computer	MOTHERBOARD	80	60	75	10:00	BINDIEYE
54	Lemco	AWAY TEAM	80	74	55	7:00	FRAXINUS
55	Candy	BIRTHDAY CAKE	20	20	5	10:00	LINDWORM
56	Egyptian	THE ARENA	50	44	50	7:00	CURLICUE
57	Lemco	T MINUS FIVE AND COUNTING	40	39	50	5:00	HANEPOOR
58	Forest	SNAKE	80	50	70	7:00	IDEMQUOD
59	Computer	LEMMTRIS	80	74	50	7:00	BLANDISH
60	Army	DEATH SLIDE	40	25	20	10:00	MALAGASY

## MAYHEM

LEVEL	NAME	# OF LEMMS	TO BE SAVED	RELEASE RATE	TIME	PASSWORD	
61	Medieval	THE FIVE ARCHES	80	70	50	4:00	CHORIAMB
62	Lemco	BRECHIN'S STAIRCASE	60	55	50	6:00	GARGANEY
63	Space	TOWER OF LEMLAB	80	50	5	10:00	KAOLIANG
64	Forest	SKI JUMP	20	12	1	4:00	MAROCAIN
65	Egypt	THE PRISONER	20	17	20	4:00	OBTEMPER
66	Computer	FAMILY TREE	80	50	99	10:00	TASTEVIN
67	Golf	DRIVING RANGE	80	64	90	10:00	VELLOZIA
68	Medieval	FIVE TOWERS	40	30	50	6:30	BORACHIO
69	Army	OVER THE TOP	80	70	35	10:00	JACKAROO
70	Space	THE HANGAR	80	63	35	5:00	COOLAMON
71	Computer	ACROSS THE NETWORK	80	70	70	10:00	BANAUSIC
72	Egypt	RAIDERS OF THE LOST LEMMING	40	28	20	10:00	FABURDEN
73	Medieval	THE CATACOMBS	80	40	50	10:00	RECKLING
74	Candy	JELLY BELLY ISLANDS	40	25	20	5:00	MIRLITON
75	Golf	HOLE IN ONE, TWO, THREE!	40	40	70	8:00	OPAPANAX
76	Circus	FUN FAIR	40	25	20	5:00	BIMBASHI
77	Computer	CRITICAL PATH	20	19	50	2:30	CAATINGA
78	Medieval	CASTLE PERALUS	30	26	1	7:00	PENSTOCK
79	Circus	TUTHER CIRCUS LEVEL	80	75	50	5:00	SPRINGAL
80	Forest	FINAL MAZE	40	25	70	10:00	BABIRUSA